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SEGA
VISIONS
LATE BREAKING NEWS BLAST!
32-BIT
GAMEPLAY ON THE
SEGA GENESIS
YOU ALREADY OWN!
See Pg. 14
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Pertinent Techno-babble.

Hey, Sega Genesis players:

If you don't have Asciiware six-button controllers yet, you're going to need them soon.

Because you'll need six-button control for the lightning-fast power-combo moves and turbo action it takes to win the coolest new Genesis games.

You'll need it for Eternal Champions.™

Loser!

You'll need it for Jungle Strike.™

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Freak!

Play with asciiPad SG-6, or the Fighter Stick SG-6, and control is complete. Each controller adds impressively to Asciiware's reputation for unsurpassed quality.

Pig!

With each controller, you'll experience the most intelligent, award-



Punk!

winning ergonomic design.

The most advanced electronic engineering. The highest quality, most durable injection-molded plastics.



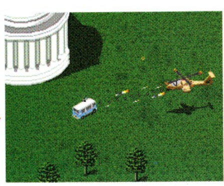
And it's all built to the most exacting tolerances between seams and moving parts, helping make them the most accurate firing devices in the videogame world.

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Coward!

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Jungle Strike: You'll have tracers. You'll have streaming bullets. Your enemy may not even have time to get off a shot.

(Jungle Strike has not received the Sega Seal of Quality.)





The asciiPad SG-6

Six-button, hand-held control. The most comfortable, efficient, ergonomic hand-held pad there is.

4+2 Configuration for ergonomic forefinger and thumb controls, instantaneous response and "power combo" moves, as well as other rapid sequential manipulations.

Total control of all available options for arcade-style games.

Turbo settings of up to 24 shots per second.

Surface Mount Technology (See specifications for Fighter Stick SG-6)

Custom Microchip (See specifications for Fighter Stick SG-6)

Unsurpassed Durability:

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Virtually Nonflammable injection-molded plastic, literally survives any amount of heat your competition may generate.

Special Features in all Asciiware controllers:

Turbo: Repeat your moves faster than humanly possible, with up to 36 hits per second in some models. Application: to fend off fast moving multiple attacks. In some games, Turbo actually magnifies certain moves for even more power.

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Independent Turbo Control: Allows you to customize each button for personal firing preferences.

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Six-button, arcade-style stick control. The sturdiest, most efficient, ergonomically designed arcade-style control yet.

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Unsurpassed Durability:

Fire Button Rating (See specifications for asciiPad SG-6)

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Get six. Or get deep-sixed.

With the new six-button controllers from Asciiware, powerful combo moves that were once just a dream are now within your command. Wanna know how? Wanna know more? Wanna get $5 off? Then turn to the next page.

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The acsiiPad SG-6.
Advanced, hand-held
4+2 button design.
No tabletop required.
Just quick fingers and
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AUTO
TURBO
OFF

DO NOT ADJUST

LOCK ON TO A NEW HORIZON.

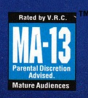








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Inside Action



LATE BREAKING NEWS BLAST!
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COVER ILLUSTRATION: RICK BROWN

This is what the cover looked like before Sega dropped a 32-Bit bombshell on the world. Check out all the big time b-ball titles, starting on page 16.

SPECIAL SECTION INSIDE THE RATING CONTROVERSY

SPECIAL SECTION BIG LEAGUE BASKETBALL

The hottest hoops games for Genesis and Game Gear.



The controversy over video game violence heats up and Sega pushes for an industrywide rating system. Page 8.

FEATURE ARTICLES

REVIEW THIS

A mind-melting mix of hot hints, twisted opinions, and all the groaningly bad puns our pack of rabid reviewers could cram in between screen shots.

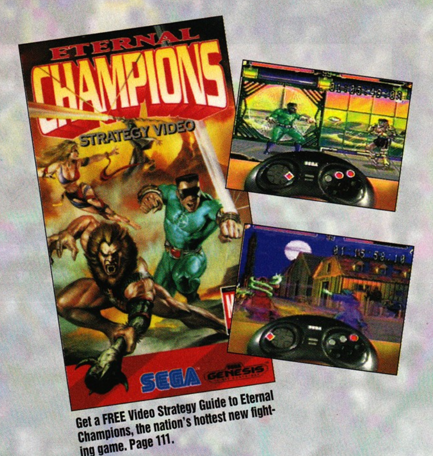
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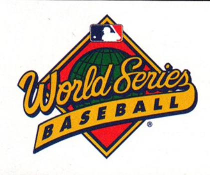
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Get all the spins, curves, and crashes of Virtua Land with Sega's new Virtua Racing for the Genesis. Page 42.



Get a FREE Video Strategy Guide to Eternal Champions, the nation's hottest new fighting game. Page 111.



With our new In-The-Batter's-Box-View an inside fastball never looked so good.

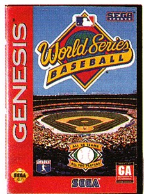
Each pitcher throws three unique pitches at three speeds. Every player hits according to his lifetime stats.

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You get Home Run Derby, batting practice mode, improved SportsTalk commentary and a battery back-up so you can save all of your stats.

The *in-the-batter's-box-view* is reason enough to get Sega's World Series Baseball.* No other game has this spectacular new angle. It puts you right in the box with the game's best hitters. Guys like Barry Bonds, Paul Molitor, Cecil Fielder, Fred McGriff, Tony Gwynn, Kirby Puckett, Darren Daulton, and John Olerud. And only WSB features *all 700 players and 28 Major League clubs* in their *home ballparks*. You also get *digitized pitching, batting and fielding*, and *stats for a full 162 game season*. Get World Series Baseball. And get the best view in baseball.









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Say What?

Overheard at Sega

Video Game Industry Pushes for Universal Game Rating System

At the Winter Consumer Electronics show in Las Vegas, representatives for a diverse group of video game companies met to deal with what may be the industry's most pressing issue: an industry-wide rating system.

In the past few months, headlines all over the nation have centered on video game violence, fueled by highly visible Senate hearings on the issue. While the controversy has generated more heat than light, it has galvanized the many companies that produce video games. Virtually all of them agree that a strong, universally accepted rating system must be created by the industry. The alternative may be government regulation.

United Commitment

Video game publishers and retailers — including Sega, Nintendo, 3DO, Atari, Philips, Acclaim, Electronic Arts, and others — created a special committee to deal with the issue.

Sega has been at the forefront of the rating issue, leading the fight to create an industrywide rating program. The current Videogame Rating Council (which evaluates and rates games for all Sega platforms) was a tremendous first step, but the industry needs to come to a consensus on the issue. And the industry has to move quickly, according to Sega Senior Vice President Ed Volkwein, who represents Sega on the committee.

"Our commitment is to put a rating system into effect for products available next Christmas," said Volkwein in a recent interview. "We're looking to implement this system sometime this summer."

Models for Success

Volkwein has been a dedicated proponent of the new rating system and is extremely confident that the industry can make the system work. The speed with which the industry is moving to put the system in place underscores the great concern that most publishers share on the issue.

"We've been working closely with people who have done this before, like the Better Business Bureau and the Motion Picture Association of America," Volkwein explained. "They've been extremely helpful and we feel comfortable that we can put a video game rating system into place quickly.

"The $6 billion video game industry is an important part of everyday life," Volkwein continued, "which makes it all the more important that consumers make informed decisions about the games. Sega is already helping consumers make these decisions. With the efforts now underway, we as an industry can even better serve an increasingly diverse, maturing audience."

Facing Federal and State Legislation

The issue is much broader than the highly publicized Senate hearings. A number of states, including Connecticut, Florida, Washington, and Michigan, are currently reviewing proposed legislation on creating individual rating systems.

This fragmented approach to rating games is drawing the efforts of the industry away from the more important task of creating a universally accepted rating system, said Volkwein. State legislation is ultimately unworkable, since different rating systems would cause more consumer confusion. The committee is spending valuable time and energy testifying at state hearings instead of concentrating on a workable national rating system that needs to get rolling soon.

The State of the Rating System

On March 4th, the Interactive Entertainment Industry Rating System Committee (IEIRSC) — made up of industry representatives, including those companies that originally met at the Winter CES — announced it would have a comprehensive rating system in place by the end of the year.

"In just two months," said Jack Heistand, senior vice president for Electronic Arts and chairman of IEIRSC, "we have reached a consensus on the outline of an interactive entertainment rating system that will be universal, responsible, and accessible. The system we have designed will put the controls in the hands of the parents and adult consumers."

The core of the recommended rating system will be an interactive entertainment review board made up of independent experts from a variety of fields. The group will include educators, parents, and child-development experts. Rating guidelines would be developed through intensive research.

Heistand explained that the industry committee's mandate is "to recommend a system that will give consumers the information they need to make purchasing decisions, not to tell software developers and publishers what to put in software."



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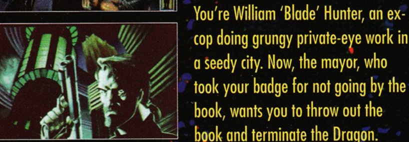
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You're William 'Blade' Hunter, an ex-cop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

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Yo Sega!

Why I Support a New Rating System

An Open Letter To Sega Gamers From Tom Kalinske, President of Sega of America

I'm a father. I have five children and I'm very concerned about how today's entertainment affects them. I don't let my four children under age nine watch PG-13 films. I think most parents feel the same way.

The Motion Picture Association of America's rating system works. In a country where virtually any movie for any audience is available at video stores, on scores of cable television channels, and — soon — through on-demand delivery over cable lines, the ratings give me the information I need to decide how appropriate a movie is for my family.

That's why I support a universal rating system for video games and — in fact — all interactive entertainment. Like most parents, I want freedom of choice and the ability to make informed decisions for my children. I'm also very aware of the fact that the audience for the games we produce here at Sega reaches far beyond my children and their friends.

In fact, the marketplace for Sega hardware and software titles is evolving. As an industry, we measure progress in months, not years, and it is often difficult to keep up with the changes that progress brings. It is important though, when discussing the need for video game ratings, to understand how Sega and the industry have evolved.

- More than 90 percent of Sega titles would be considered appropriate for all audiences (GA or PG in movie parlance); 7 to 8 percent might be for teens (MA-13 or PG-13) and 2 for 3 percent for adults over the age of 18.
- One might ask, why should there be any titles with violence? The same reason there are books, plays, operas, movies, and television shows with violence. Our audience is not only children. As with any form of entertainment, we must appeal to an older audience to succeed. In fact, our average Genesis player is 19 years old. Our average CD player is 22 years old. And, 72 percent of our Sega CD market is adults over 18 years old. Censoring interactive entertainment to remove all violence makes no more sense than it would to censor it from Michael Crichton's books, Steven Spielberg's movies, or even Shakespeare's plays.
- Just as the audience is changing, the products themselves are changing at an amazing pace. The use of live filmed footage, which is inherently more realistic, is becoming more common. Interactive entertainment is now available in ultrarealistic arcade machines, multimedia formats for home computers, and specialized machines. On-line networks are springing up everywhere, offering games in which the players themselves often set the tone and ultimately create the content. Focusing on video games ignores a whole galaxy of entertainment options. The industry ratings board, proposed at last month's Senate hearing (see *Overheard at Sega* on page 8 of this issue), will rate all software titles submitted, including traditional cartridge-based video games, CD-ROMs, and PC-based titles.

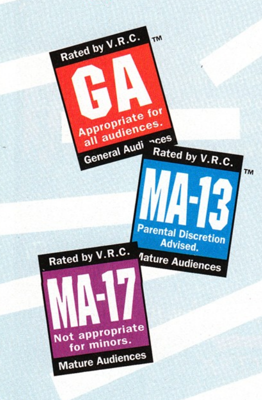
I believe parents need better information about the games their children are playing and the things they're going to encounter in the rapidly developing arena of interactive entertainment and education. At Sega, we've worked very hard to make that information available.

Sega was the first company to embrace an independent rating system, requiring the conspicuous display of the rating on all packages and advertising. We cooperated with the nationally respected publisher Scholastic, Inc., to create materials aimed at educating parents about video games and family involvement in entertainment activities. We initiated a toll-free parent's hotline, designed to help parents in making responsible decisions about their children's video game play experience. Yet we also embrace the idea that our rating system could be improved and we have encouraged the industry to do so.

At last month's Senate hearing, a committee representing our industry announced a thoughtful, comprehensive independent rating system for the interactive digital entertainment and education industry. This system was well received by the U.S. Senators, as I am certain it will be by the consumers.

It's not enough for one company, or even the entire video game industry, to make rating information available. Parents need an effective, easily understood rating system for all forms of interactive entertainment, and they need it now.

At Sega we will do our best to make certain the rating information is communicated, not only on our products, but in advertising and at retail as well. In a free society, access to information can only make us better parents, better companies, and better people.



Was Night Trap Banned?

My friends have told me that the game *Night Trap* is being banned. Is this true?

A.R., Santa Rosa, CA

***Night Trap* was not "banned" by any group, but it was voluntarily withdrawn from the market by Sega. According to Bill White, Sega's vice president of marketing: "It was developed as a parody of vampire melodramas. It became clear in December that the parody was misunderstood. In addition, the controversy surrounding this game prevented constructive dialogue and progress on an industrywide rating system. For these reasons *Night Trap* was withdrawn from the market in January."**

The Politics of Video Game Violence

Tonight when I was watching the news, I heard something that really disturbed me. It was about the possibility of the government getting involved in game rating rather than having the game manufacturers impose their own rating system.

First, I would like to say that it is not up to the game manufacturer to take responsibility for a parent. If a game is of an adult nature, then the parents should read the box and determine if it is fit for their child to play.

During this newscast the game *Night Trap* was targeted. If this game is adult oriented and Sega has taken the steps of a self-imposed rating, then you should be respected for taking that step.

I am 24 years old and married. I don't have any children of my own but I know that I am the person who will be held responsible for them when I have them.

M.C., Scranton, PN

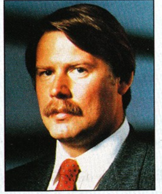
I have seen several news reports concerning various court hearings on violence in video games. I have also heard about the possibility that the government will ban some games that it considers to overstep society's moral boundaries. Censorship like this cannot be tolerated. No government can call itself a democracy when it takes away the people's fundamental right to choose. No one is forcing anyone to buy anything, and if parents are worried about exposing their children to excessive violence then they should regulate their entertainment. Let the rest of us choose for ourselves.

P.C., Los Angeles, CA

Continued on page 12

Government Intervention Is Not The Answer

(Editor's Note: The following is a guest editorial by Ken Williams, founder and CEO of Sierra On-Line, a leading producer of games for the Sega CD system and home PCs. This editorial was excerpted from a longer piece appearing in the current issue of Sierra's magazine, InterAction.)



In last evening's paper there was an article that grabbed my attention. Sega announced that it was withdrawing *Night Trap* from the market.

A few weeks back, government hearings were held on violence in video games, during which a Sega representative was told by a Congressman, in no uncertain terms, that Sega should clean up its act or Congress would do it for them.

This issue of a government deciding for its people what they should be able to see, read, or listen to really troubles me.

My company, Sierra On-Line, publishes several products that are meant for adults, not children. *Leisure Suit Larry 6,* which we released a few weeks ago, contains a warning label that states that the game is appropriate only for persons 17 and older. We cooperated with Sega and used the exact same warning label that Sega used on *Night Trap.* Unfortunately, restrictive labeling appears not to be sufficient to our government. I watched the Congressional hearings on television (C-SPAN) as Sega attempted to explain to Congress that many Sega gamers are adults and that Sega products which specifically target an adult audience would carry a warning label. Sega's arguments fell on deaf ears.

Is government pressure that leads to products being pulled off the market censorship? Of course it is. Should our government decide what we hear, read, play, or see? Should different rules apply to video games than to books, records, and films?

Actually, these are very old issues. I really believe this is an issue only because it is set in consumers', and in Congressmen's, minds that Sega is a video game system, and video games are for kids. *Night Trap,* if it were a film, would have a hard time earning an R rating. There are far more violent programs on TV every night. The basic plot of scantily clad young ladies under attack by some form of monster underlies half of all horror films that exist today.

Can video or computer games be compared to films or books? Absolutely. They are creative works. They are guaranteed freedom of expression by the First Amendment.

Congress focused on the violence in *Mortal Kombat,* and on *Night Trap*. The amount of violence in a creative work cannot be used as a means of determining whether it has a right to exist. Has Congress seen the film *Schindler's List?* I cannot imagine a more graphic depiction of violence. Yet, this is a film that will very likely win every award as the best film of 1993. In spite of the R rating, many high schools, and parents, are encouraging students to see *Schindler's List*.

Congress is to be applauded for trying to accomplish something, even though some may argue, myself included, that they are off track. We are living in a violent society that is getting more violent by the day. My fear is that time spent chasing games like *Night Trap* may consume a lot of energy, and harm a creative industry without any positive benefit.

I support a strong ratings system because it gives adults the freedom of expression necessary to a free society, while protecting children from subject matter that might confuse them as to what is acceptable conduct.

My recommendation: protect our youth. Software, films, records, and books must clearly outline, on the package, what the package contains. Parents must learn to look for and understand ratings. Either we control what children see, until they are old enough to understand it, or our society will pay the consequences. Censorship is not the answer. A free press, and freedom of expression, are necessary to a free country. Let's also encourage those who produce creative content, which might be absorbed by children, to understand how important it is that we send the right message.



Continued from page 11

I find it greatly disturbing that Washington is attempting to censor video games. I believe that the government has no right to tell you or any other entertainment industry what is appropriate for the public.

As a 22-year-old college student, I represent the older category of gamer. I also have many friends who own Sega products, and I'd wager that your demographics include many players over the age of 18.

Yours has been the position not to censor games, and I believe that to be the correct one. Would anyone expect a VCR manufacturer to require studios to edit out all violence before movies are put on videotape? Just as some movies are not for children, some video games are also not. I believe a rating system with enforcement by the retailer to be the only acceptable solution. Censorship is not the answer. It will only kill an industry you have helped to revive.

A.G., West Bloomfield, MI

What's the deal with politicians? I can't imagine that Congress has nothing better to do than waste time worrying about violent video games on TV when you can flip up a few channels and see the real thing happening in foreign countries, or even at your local fast-food hangout. If there is someone we could write to, could we get an address?

J.D., Newburgh, IN

The two senators sponsoring video game rating legislation are Joseph Lieberman from Connecticut and Herb Kohl from Wisconsin. Letters to them should be addressed to Senate Hart Office Building, Washington, DC 20510-0703.

What's with The Labels?

Why are games rated?

M.A., San Jose, CA

Sega is always working to make the best games available to all audiences. It became clear to us long ago that many great games would not be suitable for every single player. Rather than censor or edit games that were meant for more mature audiences, we decided to clearly label each game. Our rating system makes sure the consumer has the information he or she needs to make an informed purchase or rental decision. These ratings are displayed on all licensed Sega game packages, all ads for these games, and in the reviews found in *Sega Visions*.

Berating the Rating System

I don't like the idea of the games' getting rated. It's not fair that you have to be a teenager to play some games. Some kids must feel the same way.

N.N., Hopewell Junction, NY

We received a number of letters like this one, mainly from gamers under the age of 13 (which shows the ratings are giving their parents the information we want them to have). We were also glad to see a number of letters like the two below.

Elated When Rated

My parents like your game rating system. With it, they won't buy an inappropriate game.

K.B., Deshler, OH

Many thanks to whoever is responsible for the rating system on these games! As a parent of an 11-year-old and a 13-year-old, I find that these ratings help me choose the proper games for them. I am concerned and care very much what my children are viewing and playing.

C.M., Dallas, GA

Who Rates The Games?

What does VRC stand for? What are the criteria the VRC uses for rating Sega CD, Genesis, and Game Gear games?

B.W., Oakhurst, NJ

The Videogame Rating Council (VRC) is an independent group of experts in the fields of education, child development, psychology, and cinema/theater. The council reviews and rates new video games according to premise, rules of play, depiction of characters and backgrounds, and audio content. There are presently three ratings: GA, which indicates the game is suitable for a general audience; MA-13, which indicates the game has themes that are better suited

HOT ENVELOPE ART!



Tim Do
Rosemead, CA

Ricky Yeager, Jr.
Portland, OR

for more mature players; and MA-17, which indicates the game deals with adult themes and subject matter and is unsuitable for players under 17. For more information on how Sega is leading the industry to adopt a universal rating system, see Overheard at Sega on page 8.

Keeping Carts Squeaky Clean

I read in your October/November issue of *Sega Visions* that there is a cleaning system for the games and the system. How will I know if they need cleaning? Also, will it ruin the games and the system if I don't clean them?

T.S., Canton, MI

Dirty contacts on the cartridge or system can make a game function erratically, or even stop it from working altogether. So if you notice temporary blackouts or sound dropouts, a good cleaning may be in order. The Genesis Cleaning System cleans the connectors on the Genesis and on the cart. No, you won't ruin the games or the system if you don't clean them, but you may not be able to play them.

Playing with the Speed of Light

I recently bought a Sega Control Pad Extension Cord. I was wondering if it hampers the reaction time because of the extra distance from control pad to the Genesis?

N.R., Burt, NY

Because the signal travels along the Extension Cord at a rate approaching the speed of light, you wouldn't notice any difference in reaction time. However, stringing two or more Extension Cords together may increase the resistance to the point where the signal strength becomes too low to function. So if you do that, you'll get no reaction at all.

Multiples of 8, and Other Mysteries

What's the deal with multiples of 8 when it comes to bits? You know, 8-bit Game Gear, 16-bit Genesis, 32-bit CD. Why did this number get chosen?

B.J.F. , Green Valley, IL

As most computer-literates know, computers work on binary numbers (1's and 0's) instead of the more standard base-10 system. The advantage of a binary system is that any number or character can be expressed as a combination of On-Off switches, where 1 stands for On and 0 stands for Off. (If we've lost you at this point, you should probably skip to the next letter.) Because character strings are longer in a binary system (for example, the number 5 is expressed as 101 in binary), it is convenient to group characters into eights, and give that grouping a new name. Thus a group of 8 binary characters (or *bits*) is known as a *byte*, while a group of 16 characters is known as a *word*. It's because of this convention of grouping binary characters into multiples of 8 that we refer to game systems that way (an 8-bit system can handle 8 bits of data at a time, while a 16-bit system can handle 16 bits, and so on).

Smart Kicks

I was thinking about purchasing the new Activator but had a few questions: How does it know the difference between a punch and a kick? Does it work on all games? Is it easy to hook up?

D.M.A., Lake Tahoe, CA

The Activator projects "smart beams" up toward the ceiling and measures the height at which they are interrupted by a hand or a foot. When a beam is interrupted at a point below the "break point" (about two feet), the Activator interprets this as a kick. Above the break point, it interprets it as a punch.

The Activator will work with any game as a three-button controller. New Activated games are specially mapped out for more intuitive game action. For example, with *Eternal Champions*, kicking above each of the three front panels results in a different on-screen kick. (See last issue's Heavy Equipment section for more info.)

And, yes, it is easy to hook up, provided you follow the instructions in the manual. Happy Activating!

New Niche for Nic

While Visionaries from coast to coast were ripping open presents last holiday season, a quiet changing of the guard was taking place in the *Sega Visions* editorial offices. Nic Lavroff, *Sega Visions'* editor-in-chief for the last two years, was put in charge of product acquisitions at Sega of America, a new job with a new set of responsibilities. In his new capacity, Nic gets to spend more time playing games, deciding if they are good enough to be published by Sega. It's a tough job, but somebody has to do it.

While Nic would have liked to continue as editor of *Sega Visions*, there just weren't enough hours in a day for him to do both jobs. The new editor, Kurt Busch, is an old hand at game magazines. Kurt comes to Sega from Sierra On-Line, where he was editor of Sierra's magazine, *InterAction*.

Send your letters to:
SEGA VISIONS
Yo Sega!
P. O. Box 5346
Redwood City, CA
94063



James Weaver, Jr.
New Oxford, PA

Ian Etheridge
Long Island City, NY



New product will boost existing Genesis 16-bit hardware to 32-bit power — for less than $150!

Sega is bringing the explosive action of 32-bit game play home with a revolutionary device that upgrades your Sega Genesis and Sega CD. More colors, more speed, more 3-D capabilities, and the raw processing power of 32-bit technology will soon be available to millions of Sega Genesis owners.

Recognizing that most gamers can't afford the monster price tags other companies are proposing for 32-bit technology, Sega is creating the Genesis Super 32X hardware upgrade, allowing video game fans to get "2 X 32-bit" arcade-quality game experiences from their existing 16-bit Genesis hardware — at a third of the price of most systems.

A Major Power Upgrade

When attached to the Sega Genesis or Sega CD, the Genesis Super 32X offers some of the exciting game play that will be found on Sega's hardware platform of the future (code name: "Saturn") on the hardware platform of today.

The Genesis Super 32X is the first product from Sega that will use the Hitachi SH2 RISC chips destined for the Saturn. The two SH2 chips in the Genesis Super 32X will complement a newly designed VDP (video digital processor) chip to bring to the Genesis the fast processing, high color definition, texture mapping, improved computer polygon graphics technology, ever-changing 3-D perspective, software motion video, enhanced scaling and rotation, and the CD-quality audio that gamers have come to expect from arcade machines and the most advanced home systems technology on the market.

Tons of Titles Coming

The Genesis Super 32X dramatically enhances both Sega CD disks and Sega Genesis cartridges designed and developed to incorporate this new technology. Consumers can still play the more than 500 regular games available for the Sega Genesis and the more than 100 games available for the Sega CD while the Genesis Super 32X is attached to the Genesis hardware unit.

Sega has more than 30 titles under development for the Genesis Super 32X and expects its software licensees to add a similar number in the first year of the new product's introduction. Titles playable on Genesis Super 32X are expected to cost about the same amount as current Genesis carts and CDs.

Check out the next issue of *Sega Visions* for a complete rundown on this major breakthrough, plus a sneak peek at some of the exciting new 32-bit titles already in the works.

Vital Statistics: The Genesis Super 32X

What is it?
A special adapter that upgrades your existing Sega Genesis and Sega CD to true 32-bit power.

When's it coming?
Fall '94.

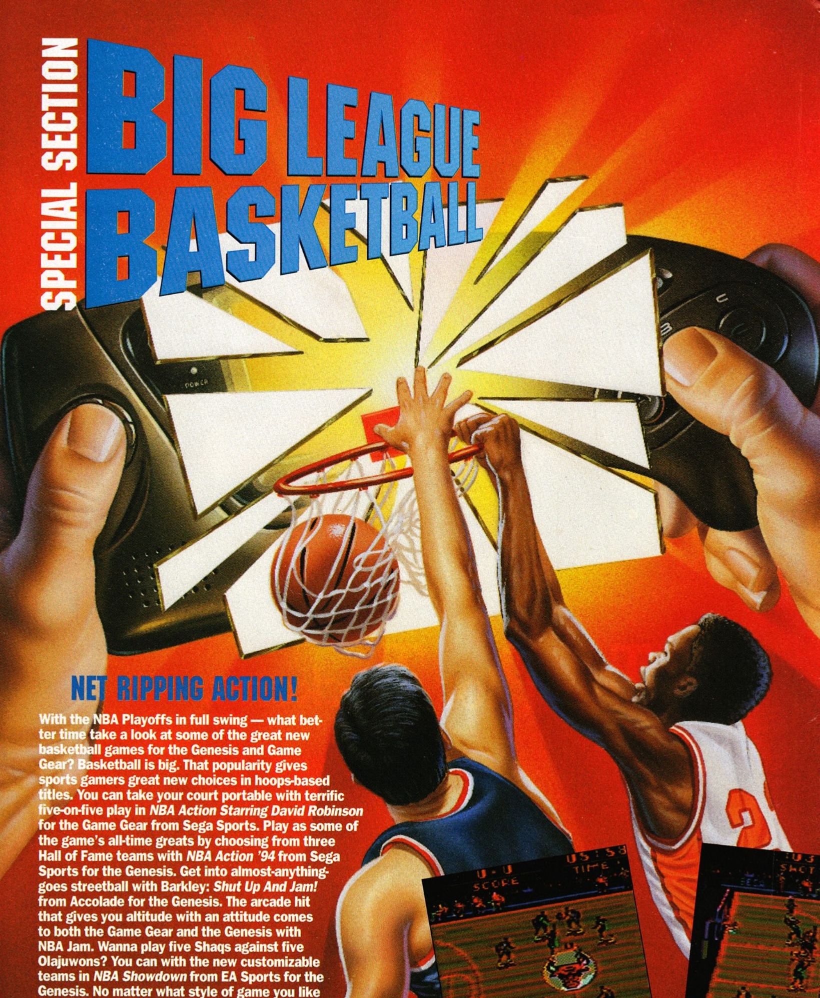
How much will it cost?
Suggested retail price is $149.

How many games will be available?
Sega has over 30 games in development and expects 60 will be released in the first year.


Castlevania
BELMONT
SIMON
ERIC
JOHN
The Plot Thickens.
Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.
SEGA
GENESIS
KONAMI
Castlevania
BLOODLINES
GA
Castlevania® - Bloodlines™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd. © 1994 Konami (America) Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. This official seal is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.
Konami Game Hint and Tip Line: 1-900-896-HINT (4468)
70¢ per minute charge. Children under 18 years old must have permission of a parent or legal guardian before calling. Touch-tone phone required.
KONAMI®

SPECIAL SECTION

BIG LEAGUE BASKETBALL



NET RIPPING ACTION!

With the NBA Playoffs in full swing — what better time take a look at some of the great new basketball games for the Genesis and Game Gear? Basketball is big. That popularity gives sports gamers great new choices in hoops-based titles. You can take your court portable with terrific five-on-five play in *NBA Action Starring David Robinson* for the Game Gear from Sega Sports. Play as some of the game's all-time greats by choosing from three Hall of Fame teams with *NBA Action '94* from Sega Sports for the Genesis. Get into almost-anything-goes streetball with Barkley: *Shut Up And Jam!* from Accolade for the Genesis. The arcade hit that gives you altitude with an attitude comes to both the Game Gear and the Genesis with NBA Jam. Wanna play five Shaqs against five Olajuwons? You can with the new customizable teams in *NBA Showdown* from EA Sports for the Genesis. No matter what style of game you like best — you've got the choices as basketball season ends on your TV and begins again on your home systems with a spectacular slam!

Timing your jump is the key to Tip-Offs.

Use your three-point shots to

ILLUSTRATION: RICK BROWN

NBA ACTION STARRING DAVID ROBINSON

OVERVIEW

Hankering for a chance to go portable with the NBA? The first five-on-five NBA title comes to your Game Gear from Sega Sports, with NBA Action Starring David Robinson. You get play with all 27 NBA teams and use the real NBA rosters — players like Pippen, Mullin, Kemp, and Olajuwon. Jam with four modes of play: Exhibition, 26- or 82-game-Season, Playoffs, and the NBA Finals. Use your Gear-to-Gear cable for two player slam-fests. Sports gamers can expect plenty of small-screen, fast-breaking action from this great cart.



MR. ROBINSON'S NEIGHBORHOOD

David Robinson of the San Antonio Spurs owns the court. You could even call it his neighborhood. Now he brings that same great talent and drive to the portable game with his name on it — *NBA Action Starring David Robinson.*

You can track team and individual statistics for each game. You get the real NBA players with the most up-to-date 1992-93 season stats. You can choose from three skill levels — Rookie, Veteran, and All Star. For the fun of it you can even have the computer play itself and just watch a game or two. With the Gear-to-Gear option, you and a friend can lock horns in an intense five-on-five game. Go for the in-yer-face moves, the three-pointers, and the fast breaks in this terrific portable. From buzzer to buzzer you get nonstop *NBA Action.*

Check your stats between quarters at this screen.

HOT HINTS

- Start out by playing Rookie skill level in Exhibition mode.
- Always shoot from downtown before the buzzer.
- Three-pointers are slightly easier to get from the corners.
- Save your passwords so you can continue Season play.
- Wide open shots have a better percentage.
- The Refs call charging easily. Watch it.



Learn to pass accurately or you'll get a lot of Out of Bounds calls.



Make your team choices here.



Another of the spectacular slams in NBA Action.



Tired of arguing about who gets what team? You and your rival can now choose the same team.



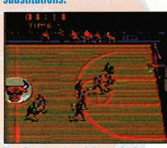
Make your outside shots count by hitting Shoot at the apex of the jump.



Use your D-Button to choose the receiving player on a Throw-In.

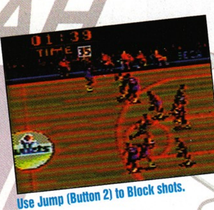


This is where you make your player substitutions.



Use Buttons 1 and 2 regularly on defense to Steal.

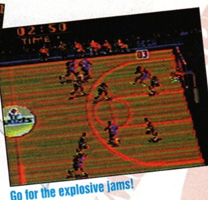
get the edge.



Use Jump (Button 2) to Block shots.



Shoot when the cursor is in the center of the meter on Free Throws.



Go for the explosive jams!

BIG LEAGUE BASKETBALL

NBA ACTION '94

OVERVIEW

What basketball feature would be complete without coverage of Sega Sport's *NBA Action '94?* This cord-ripping one- to five-player (with Sega's Team Player Adapter) Genesis cart gives you all 27 NBA Teams, real players, and three Hall of Fame Teams. Choose from 30 all-time greats like Cousy, West, Maravich, Havlicek, and Dr. J. Get your color commentary from Marv Albert (the voice of the NBA on NBC). Play the real NBA season schedule with opening game rosters, including rookies like Bradley, Webber, and Mashburn.

Once you check out the six-button compatibility, 14 types of spectacular slams, battery save for team stats and standings, and speed bursts, you'll never understand how you went without it.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

GENESIS

HOT HINTS

- The offensive plays work. Use 'em.
- On offense, tap Button B once to Pump Fake.
- For a Speed Burst (these are great), hold down Button B.
- Turn Fatigue off if you are just learning to play.
- You can depend on the true player stats, so if a player is good at Free Throws, he's good at them on the screen.


The listing at the bottom of the screen lets you keep track of each players' personal fouls and points.


The Line Up screen is where you choose to Role Play your favorite star.

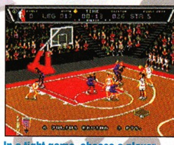


Can't figure out how the foul was called? Use the instant replay feature, but don't count on changing the Ref's mind.

NBA Action '94 has Hall of Famers? Yup. The greats. Names like West, Bradley, Cowens, Erving, and Starks, on three separate Hall of Fame Teams. You get adjustable defensive intensity for each player. You can run patterned offensive plays like set screens and clear-outs. Use the instant replay feature to relive massive slams like the tomahawk jam. Play a season of 20, or 40, or 82 games, with all the real NBA players. Their performance is based on actual 1993-94 season stats. The new Role Play feature let's you play as your favorite basketball superstar, so now you can actually play as Mr. Robinson. Crash the boards — it's b-ball time!

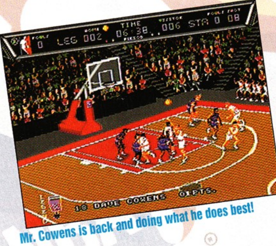
NBA ACTION™


With Speed Bursts and quick passing, you can play true fast-break ball.

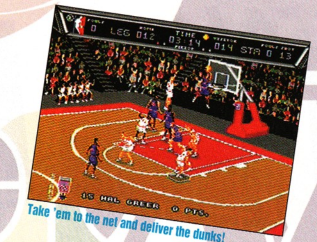

In a tight game, choose a player who's good at downtown shots before taking the shot from outside.



How about a five-player cooperative game? Now all you have to do is agree on the team!



Mr. Cowens is back and doing what he does best!



Take 'em to the net and deliver the dunks!

BARKLEY: SHUT UP AND JAM!

You choose from 16 street players — each with his own personality and signature moves. Charles offers digitized comments like "Time for some pain!" and "Hurts, don't it?" throughout the game. Play is straight elbows-flying street ball on graffiti covered asphalt and rooftops. Barkley helped to design his own fast-breaking, intimidating, whatever-it-takes-to-win playing style into the game. You can try to master the moves in a single game, or work your way through the streets to take on Charles' Super Team in the arena. Either way, this cart is all Barkley, and he wants you to *Shut Up and Jam*.



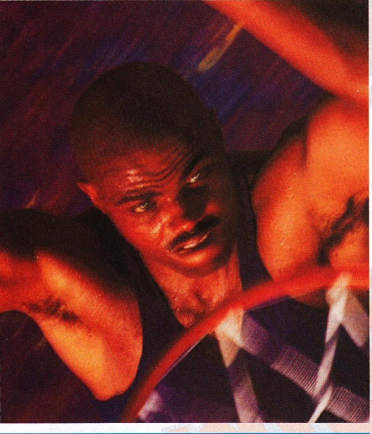
Each of the jams requires that you hit Button C for a turbo boost. The type of slam depends upon where you hit Button A within the key. This is a 360° jam.



Rim bending is always called for.



You can knock a jumping shooter out of the air and take his ball. Just hit Button A to jump as he initiates his and then tap Button B. Voilà: you've completed the Air Steal.

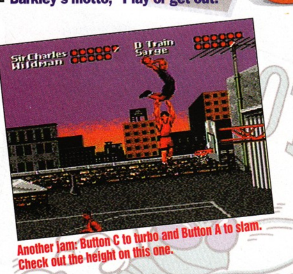


OVERVIEW

Powerhouse street ball à la Sir Charles is the order of the day in *Barkley: Shut Up and Jam!* from Accolade for the Genesis. This two-on-two dunkfest gives one to four players (with a multiplayer tap, like Sega's Team Player) the chance to do spectacular jams, with no refs in almost-anything-goes basketball. Get airtime with Flying Slams, Reverses, Hanging Jams, and Somersault Slams. With seven street courts, and one arena located in cities throughout the U.S., you can test Barkley's motto, "Play or get out!"

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

GENESIS



Another jam: Button C to turbo and Button A to slam. Check out the height on this one.



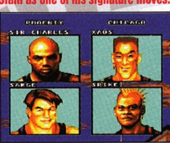
Choose the type of game and the quarter timing at the Options screen. You can even choose to play to 21 or 50 points.



Select your Team Captain and your Computer Teammate at this screen.



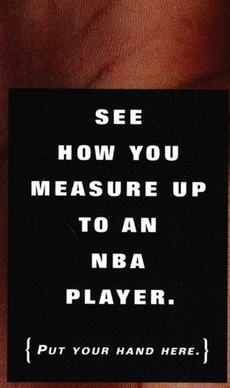
Wildman kicks loose the Somersault Slam as one of his signature moves.



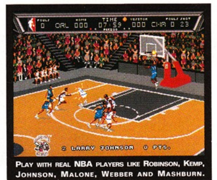
The Team Portrait screen lets you see who the computer chose.

HOT HINTS

- ✓ Check out the player's stats and make your choices depending upon the abilities you are looking for.
- ✓ Use the five available turbo boosts per quarter conservatively.
- ✓ Learn the proper placement and timing on the Air Steal. It's a great way to recover the ball.
- ✓ Use three-point shooters to boost your lead.
- ✓ Never go up for a slam as the clock winds down. Just shoot.


SEE
HOW YOU
MEASURE UP
TO AN
NBA
PLAYER.
{PUT YOUR HAND HERE.}



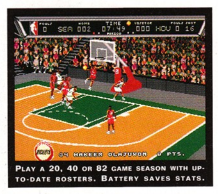


Play with real NBA players like Robinson, Kemp, Johnson, Malone, Webber and Mashburn.

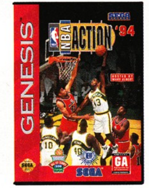
This is the hand of an NBA player. The rest of him is just as big. And unless you grow ten inches, develop lightning-fast reflexes and a deadly jump shot, you probably won't be playing with him anytime soon. That's where NBA Action '94* from Sega Sports comes in. This is the most realistic 16-bit pro basketball game. With ***digitized players*** that run, jump, pass and shoot just like the real thing. And unlike some basketball games, NBA Action has all ***27 NBA teams and star players***. There's also ***color commentary by Marv Albert*** and a ***Hall of Fame option*** that lets you play with 30 all-time greats. So get NBA Action '94 from Sega Sports and experience NBA basketball.

You get speed bursts, instant replay, 3-pointers. Up to 5 gamers can play at one time**.





Play a 20, 40 or 82 game season with up-to-date rosters. Battery saves stats.





WE SWEAT THE DETAILS.™



*NBA Action is also available on Game Gear.

**1 or 2 player Game unless used with TEAM PLAYER adaptor (sold separately).

BIG LEAGUE BASKETBALL

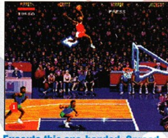
NBA JAM

IS IT THE SHOES?!?

With 50 plus gravity-defying slams and the ability to become "On Fire" with three consecutive baskets, it's obvious why *NBA Jam* has been so hot in the arcades. So how's it look on the Genesis? All the speed is there. You get the same great announcer doing his "Boom-shaka-laka!" and other signature exclamations. Some of the players and all of the stats have been updated. All the moves and the three-button commands are the same. *NBA Jam* has the same arcade feel and excitement. So we wanna know — Is it the shoes?!? If so, these are definitely the helium-variety.



One to four players can choose their teams and players at the Player Choice screen. Look at the players' strengths and weaknesses before making your selections.



Execute this one-handed, Spread Eagle Tomahawk by hitting Turbo and Shoot as you vertically enter the paint. Pow!

OVERVIEW

Get airborne. Fly so high that you need FAA approval and then deliver the slam of the century. *NBA Jam* from Arena brings all the backboard-blasting action of the arcade to your Genesis, with even more tricks and surprises. This massive one- to four-player dunkfest lets you pound three-pointers from downtown or pull off the Helicopter Slam (rotor sounds included). There are no rules or fouls, and the only call is Goaltending. Play as the hottest superstars in the NBA — Mourning, Ewing, Pippen, and Thomas — 54 in all. Compete with all 27 teams from the East and West. Go undefeated and you can access teams comprised of hidden characters and the NBA greats. It must be *Jam*, 'cause jelly just don't move the same.

Rated by V.R.C. GA Appropriate for all audiences General Audiences

GENESIS

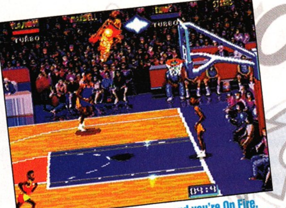
When you are behind by a reasonable margin and the Computer Assist is on (default setting), you can catch up fairly quickly with three-pointers. Your shot percentage increases substantially when you're losing.

COACHING TIPS

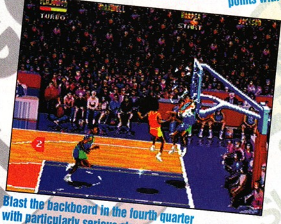
COURT AWARENESS.

LOCATE A PLAYERS POSITION WHEN HE IS OFF SCREEN BY WATCHING FOR HIS ARROW. TRY TO ANTICIPATE HIS MOVES. WHEN OFF SCREEN TRY TO STAY AWAY FROM OPPOSING PLAYERS.

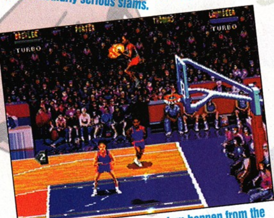
Pay attention to the 15 Coaching Tips screens. They give solid advice.



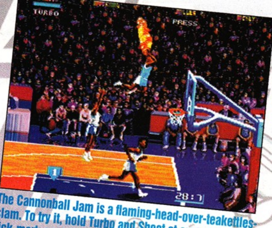
Score three consecutive baskets, and you're On Fire. When On Fire you have unlimited Turbo power, your shots are more likely to go in, you can Goaltend mercilessly without penalty, and you get to chuck flaming leather. Your fire goes out when the opponent hits a shot or after you've scored around 30 points with it.



Blast the backboard in the fourth quarter with particularly serious slams.



The Tarzan Yell and Helicopter Jam happen from the same spot with different sound effects and movements depending on the player and/or random chance. Hold Turbo and Shoot outside the key at around the three-quarter mark.



The Cannonball Jam is a flaming-head-over-teakettles-slam. To try it, hold Turbo and Shoot at around the third tick-mark on the key.

SECRET JAM STUFF

Just like the arcade version, *NBA Jam* has plenty of hidden characters and power-ups. You get the power-ups with a combination of button presses at the Match Up screen. You access the hidden characters by saying Yes at the Initials screen and entering certain intitials without pressing a button at the final initial — instead, press Start and a Button. Here are three of the secret items we were able to find. Try to hack out the characters and power-ups for yourself.





Choose S, then A. Then place your cursor on L and hit Start and C. This is Sal Divita — one of the original programers who was a hidden character in the arcade unit as well.





Choose the first two letters of the initials MJT and when the cursor is over the third one, press Start and A. This is Mark Turmell — the original designer of Jam and a previous hidden character.





The code for Powerup Dunks gives you massive slams from the half-court mark. At the Match Up screen rotate the D-Button continously while pressing any button 13 times. Hold the 13th push until the tip-off.

HOT HINTS

- ✔ For extra height on a rebound attempt, hit Turbo and Jump.
- ✔ Use Turbo and Pass for a faster, safer pass against strong defensive teams.
- ✔ Always try for a downtown shot at the buzzer.
- ✔ Open three-point attempts from the corners have a higher bucket percentage.
- ✔ Push against an opponent trying an outside shot.
- ✔ Beat all 27 teams, and you get a code for Juice. This mode speeds the play substantially. To become Juiced tap any button (A, B, or C) 13 times at the Match Up screen and then hold down Buttons B and C until the tip-off.

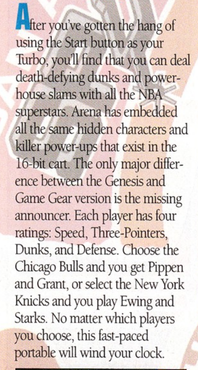
NBA JAM

OVERVIEW

Think *Jam* on Genesis is big? *NBA Jam* for the Game Gear stands just as tall. Arena's managed to squeeze all the excitement into a version you can take portable. You still get to play no-holds-barred *Jam*-style ball, with the same On Fire slamming — this time with password save. Play with two players from each of the 27 NBA teams — 54 players in all. For one player, you get the same three-button controls using Buttons 1, 2, and Start. Push, Steal, Turbo, and Pass your way up the court, playing fierce two-on-two ball. This to-go version really jams.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

GAME GEAR



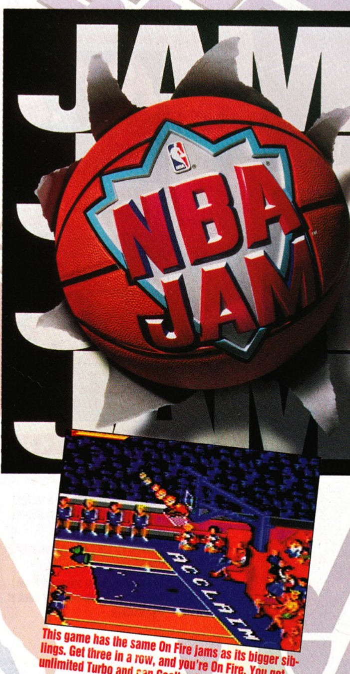
After you've gotten the hang of using the Start button as your Turbo, you'll find that you can deal death-defying dunks and powerhouse slams with all the NBA superstars. Arena has embedded all the same hidden characters and killer power-ups that exist in the 16-bit cart. The only major difference between the Genesis and Game Gear version is the missing announcer. Each player has four ratings: Speed, Three-Pointers, Dunks, and Defense. Choose the Chicago Bulls and you get Pippen and Grant, or select the New York Knicks and you play Ewing and Starks. No matter which players you choose, this fast-paced portable will wind your clock.



Choose your team and player from this screen. Pay close attention to the player's ratings before making your choice.



To generate the pow in power, turn on the Windmill. This Windmill Jam gets up to speed by holding Turbo and Shoot at around the three-quarter mark on the key and near the bottom of the circle.



This game has the same On Fire jams as its bigger siblings. Get three in a row, and you're On Fire. You get unlimited Turbo and can Goaltend without a call.

This killer jam is the Dunk and Hang on the Rim. Try it from around the three-quarter mark on the key, holding Turbo and Shoot.









Take a pause at the Halftime Report screen. The other way to pause the game is to press Buttons 1, 2, and Start simultaneously.



The only call in NBA Jam is Goaltending. Sometimes it's sensible to Goaltend to acheive On Fire status.

COACHING TIPS
HEAD FAKES.
TAP THE SHOOT BUTTON ONCE.
HOWEVER THIS ALSO CAUSES YOU TO PICK UP YOUR DRIBBLE.
TRY FAKING OUT CPU DRONES

Pay close attention to the Coaching Tips screens. They give great advice.

HOT HINTS

- ✔ The Game Gear version is different in that Stealing is less effective than Pushing. Push constantly on defense.
- ✔ Hit Turbo and Jump as your opponent hits the peak of his jump to block shots.
- ✔ Make your computer teammate (drone) Pass with Button 2 and Shoot with Button 1.
- ✔ Three-Pointers appear to have a higher percentage from the top of the circle and in the corners.
- ✔ Always chuck the leather at the buzzer.

BIGGER

BETTER

LOUDER

MEANER



SEGA CD




SKATIN'.
HITC
AD X
KARCASS
2ND 02:08
1.4 KM
VANCOUVER
VULCAN
5TH 00:36
MIAMI
WARNING
DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.



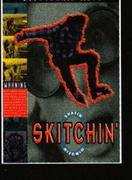


BITCHIN'.

SKITCHIN'.™

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'.

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS. EARN MONEY, REPLACE YOUR EQUIPMENT. TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN'. IT'S BITCHIN'.









BIG LEAGUE BASKETBALL

NBA SHOWDOWN

OVERVIEW

Basketball, jam-packed with features and jam-packed with jams — it's *NBA Showdown '94* from E.A. Sports for the Genesis. Play it any way you want. Take your team through a full season to the playoffs. Take one to four players through layups, jump shots, finger rolls, and rim-rocking power slams. Play with all 27 NBA teams, the real NBA players, All-Star squads, and customizable teams that'll even let you put five Shaqs against five Olajuwons. You've got offensive and defensive play calling, including assignable defensive matchups. There are two modes of play — Arcade or Simulation. With hot streaks, injuries, faster play, and the new Free Throw Perspective, you get everything but the agent's phone number.

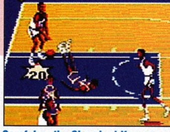
GENESIS

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Look at ratings in four catagories — Scoring, Rebounds, Ball Handling, and Defense — before choosing the team.

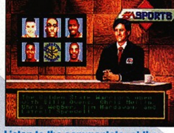
SHOWDOWN AT THE PARQUET CORRAL

Each of the NBA teams has one or two star players who have a trademark move. *NBA Showdown '94* has included these as Signature Shots from these key players. You get Shaq's Gorilla Slam, Olajuwon's Windmill Slam, and Mourning's



Careful on the Charging! If you move directly toward a player, he lands on his butt and you get the foul.

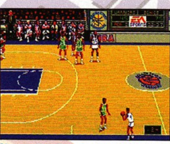
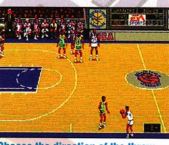
Double Pump Two-Hand Slam to name just a few. Use the Custom Team Builder to produce and save your own dream teams. Take your choice from all the players of all 27 NBA teams and go for it. You can use Custom Teams in exhibition or playoff games, not in regular season games. Imagine going with five Robert Parrishes on the parquet at Boston Garden against the Knicks. With the new hot streaks, the realism really comes home. For players, shooting is about confidence, and this is reflected in the hot streak. Have a player make three consecutive jump shots and they become hot. This means a 15 percent increase in shot accuracy. You can tell that a player is hot by a red (rather than white) symbol at the player's feet. With all these features, you can play it simple, or play it as a full-fledged coaching sim. Play it any way you want.



Listen to the commentator at the front of the game to get the scoop on the opposition.

Go for three from the outside, but first learn each player's attributes to figure out who works best from downtown.

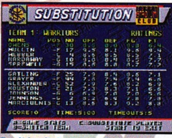
Miss two consecutive shots with a player who's hot, and the streak comes to an end.

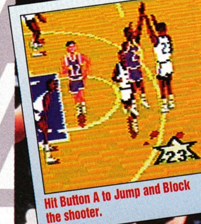
Choose the direction of the throw with your D-Button before hitting B on the Throw-In.



Use the instant replay feature to rub a friend's face in a spectacular slam. This may not increase your points, but it adds a little fun to your day.



Don't hesitate to substitute great three-point shooters as a quarter is winding down.



Hit Button A to Jump and Block the shooter.

Particularly nasty slams break the backboard.

Check the Halftime stats to see where you need improvement.

With three modes of difficulty, the refs can call the game as tightly as you want.

Pay attention to the T-Meter on the Free Throw. The horizontal bar controls how far left or right your shot goes. Tap Button A when the cursor hits the white center. The vertical bar controls the strength of the shot. Again, Tap A as the cursor hits white.

HOT HINTS

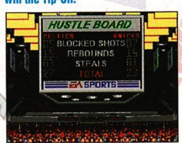
- ✔ Use your player's speed. Move the leather quickly. This means catch and shoot or catch and dish the ball.
- ✔ Pump fake by hitting Button A quickly before dribbling.
- ✔ Back up before driving toward the net. This loosens up sticky defenders.
- ✔ The best way to get off the Signature Shot is to tap Button A when you're open and near the bucket. Don't guide the player into the net.
- ✔ Be certain that you don't already have the ball before trying to Reb. If you have it, you may waste it with a full court attempt.
- ✔ Even if a player is covered, use your controlled player to double-team the ball. Hit Button C regularly to Steal.



You choose the type of game and the length of each quarter at this Options screen.



Be the first to hit your Jump button to win the Tip-Off.



A Hustle Board at the end of the game gives you all the pertinent numbers.



As much excitement as you can get from a wall socket without that funny burning smell.

Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

DOUBLE SWITCH™— *You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.*





JOE MONTANA NFL FOOTBALL™— *It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.*























PRIZE FIGHTER™— *This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*





GROUND ZERO, TEXAS™ *Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.*

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOMETOTHENEXTLEVEL™

Digital Pictures

STAR WARS® REBEL ASSAULT™



OVERVIEW

A long time ago in a galaxy far, far away....Everyone is familiar with these historic words. Now Sega CD players can leap into the Star Wars universe in Rebel Assault from J.V.C. Musical Industries. A translation from the massive PC CD hit of the same name, this game gives you the chance to battle in X-wing fighters against TIE fighters, fight hand to hand against Imperial Stormtroopers, and even take on the Emperor's newest secret weapon — the Death Star.

NOT YET RATED

Rebel Assault contains the original *Star Wars* movie soundtrack played by the London Symphony Orchestra. Sound quality is top-notch. The sound effects and character voices are direct ports from the PC version.

The game makes good use of footage from the original *Star Wars* film and does fantastic 3-D renderings of everything from donut-shaped asteroids to the trenches on the Death Star.

Rebel with A Cause

At the start of the game you find yourself in a period of civil war. Rebel spaceships have just won their first victory against the evil Galactic Empire commanded by Darth Vader. But the Empire isn't beaten yet. The Rebel Alliance is looking for hot pilots to help take out Darth and his boys. That's the job, folks. Wanna be an X-wing jockey? Apply here. Take your training and help kick Vader's dark side. Can you hack it, Rookie?

Rebel Assault has 15 Chapters. The first few train you to fly and fight with A-wings, negotiate an asteriod field, and dodge through harrowing granite towers of the planet Kolaador. Then you graduate to an X-wing fighter. Exchange fire with TIE fighters and ground forces on the planet Tattooine, blaze away at Imperial Walkers, fight Stormtroopers, and eventually take on the dreaded Death Star.

Rebel Assault has three difficulty settings and a password save. You receive passcodes every three or four Chapters so that you can restart from where you left off. You can even Y-flip your controls (pressing Up takes the ship down) if you find it strange flying your various craft under normal controls.



Hit the sides of Beggar's Canyon too many times, and you're torched.



Hold her steady. Choose the path to the right for a harder course.

Your Training

For those who can't seem to get out of Training, the passcode for Chapter 3 in Easy mode is FALCON.



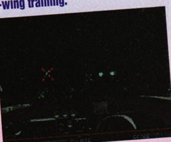
Prepare to learn how to shoot at ground targets.



Exit the cavern bay and begin your A-wing training.



Fire at the targets while avoiding the rock below.



In the Asteroid Field, shoot the ice and dodge the rocks.

Prep for the Death Star



Yavin Training preps you for the coming attack on the Death Star.



Avoiding all these granite pillars takes serious skill.



In Yavin Training you ride these trenches just as you would on Vader's Death Star.



Use all your flying and targeting skill to swat these Probe Droids.



Take out three TIE fighters while running the gauntlet on Tattooine.



Obliterate Vader's Star Destroyer.



Bring down the Walker's strength by shooting its armor panels (along the body). The first hit lightens the panel and the second hit turns it gray. Then finish them off.



All your targets on the Star Destroyer are highlighted in green.

Vader Destroys Alderone


Vader orders an attack on Alderone, Princess Leia's home planet.


The Death Star fires on Alderone.


Alderone takes the beam from the Death Star.

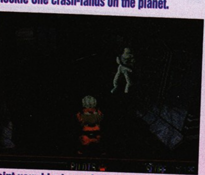

Wonder why they call it a Death Star? The space dust you see is what remains of Alderone.

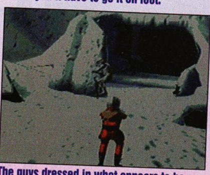
Against the Stormtroopers

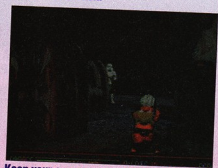

Rookie One crash-lands on the planet.


Guess you'll have to go it on foot.


Here you choose between branching tunnels. Good luck.


Point your blaster and shoot. The difficult part is shooting at the correct height. Move your D-Button up and down after you have the target on the Stormtrooper.


The guys dressed in what appears to be white plastic are Stormtroopers. Nail 'em.


Keep your eyes open — Stormtroopers peek out from behind things periodically.

Cast of Characters

Rookie One



Like his more famous predecessor, Luke Skywalker, Rookie One is a farm hand from the planet Tattooine. This eager hotshot of a pilot joined the Rebel Alliance to help destroy the Empire. This is you.

Lt. Turland Hack



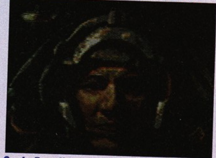
Lt. Hack met Rookie One in training at Mos Eisley and took him under his wing. Currently, he holds a communications post at the Mos Eisley Base.

C3PO



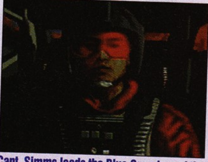
A manservant/translation droid of Princess Leia's, C3PO is trapped on a Star Destroyer while collecting secret info for her. He and R2D2 flee to Tattooine via escape pod.

Cmdr. Jake Farrell



Cmdr. Farrell flew in the days of the Old Republic. He's come out of retirement to train young pilots for the Alliance. This disciplinarian takes no nonsense.

Capt. Merrick Simms



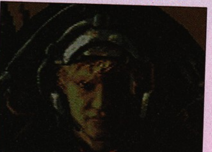
Capt. Simms leads the Blue Squadron of the Rebel fleet. After an acclaimed victory near Dantooine last year, young Simms was quickly promoted to captain. This man keeps his cool under fire.

R2D2



R2 units are designed for tac assistance on X-wings and Y-wings. R2D2 is on a covert mission with C3PO for the Princess. His technical expertise helps the two of them escape to Tattooine.

Cmdr. Ru Murleen



She's the youngest commander in the Alliance, but Cmdr. Murleen's skill and daring have moved her through the ranks faster than a womp rat through Beggar's Canyon. Murleen trains Rebel rookie pilots.

Rookie Thurlow Harris



At 20, Harris has seen his share of battles. His father was a Rebel captain. Though a good pilot, Thurlow still lacks the confidence and control gained through experience.

Darth Vader



Darth Vader personifies the evil behind the Galactic Empire. An ex-Jedi Knight and student of Ben Kenobi, Vader fell from grace and embraced the dark side of the Force. Now as servant to the Emperor, he means to crush the Rebellion at any cost.

STAR WARS® REBEL ASSAULT™

Review THIS!

SEGA CD

TOMCAT ALLEY™

OVERVIEW

Kick the tires and light the fires. Sega is strapping you into the cockpit of an F-14X Tomcat for the flight mission of a lifetime with *Tomcat Alley.* This hot new interactive release brings flight and combat simulation to new heights. This isn't any old video game. This is reality! A one-player title, *Tomcat Alley* puts you in the backseat with your finger on the firing Button. You must make rapid-fire decisions with confidence. Hesitate, and get blasted out of the sky. Miss an enemy, and you might find yourself on the business end of a radar-guided missile. No home game delivers air combat more real than *Tomcat Alley.*

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

What sets *Tomcat Alley* head and shoulders above other CD dogfight sims is the ultimate realism of the combat. *Tomcat Alley* takes place in the here and now. The entire game is live video. The game designers spent weeks with film makers to incorporate the latest cinematic techniques. Combined with a fluid, virtually instantaneous interface, the game plays with the smoothness of a top-rate action movie.



The Commander gives you the first few missions in the briefing room, complete with a topographic hologram of the combat area.

You play in the backseat of Shadow Five, one of the F-14X Tomcats operating special missions from a secret desert base. Your pilot is a smooth-talking flyboy who's heavy on the afterburners. He'll put you on the bogies. It's your job to lock in the way points, select targets, lock on the bad guys, and shoot 'em down. Flying on your wing is Shadow Three, a capable team featuring Buzz and a tough gal named Ratchet. Pray you never find out how she got that name!

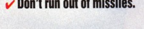


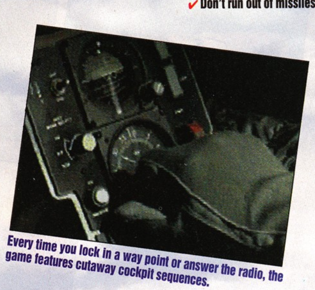
If you hear the warning tone and see the sign, head for your Countermeasures. You have only a few seconds before you are sky toast.

The object of your attacks is a crazed terrorist named Colonel Povitch (no relation to Maury, we think!), who plays with stuff like Strontium 19 and nerve gas. You fly a variety of missions against Povitch's troops, attempting to destroy air and ground based targets without getting your own hide perforated.

HOT HINTS

- ✔ When your wing man calls, answer the radio.
- ✔ If the bogie icons distract you during combat, press Button C to toggle the H.U.D. on and off.
- ✔ Try not to fire until you have a solid lock on your enemy.
- ✔ Listen for clues in conversations between Shadow Three and your pilot, like when to switch missile types.
- ✔ If you let your wing man get shot down, you must fly an extra mission.
- ✔ Be sure to switch to Ground mode before engaging ground targets.
- ✔ Use Countermeasures to get through the maze of S.A.M. sites.
- ✔ Don't run out of missiles.

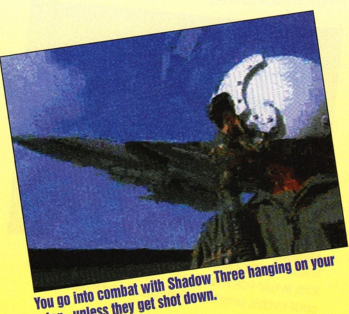




Every time you lock in a way point or answer the radio, the game features cutaway cockpit sequences.

Air Support

Much like Sega's *Prizefighter, Tomcat Alley* has a story behind the game play. Intermission scenes between combat give you details on the next mission and an opportunity to watch the characters' interaction . You can thumb through the intermission sequences by pressing the Start Button.



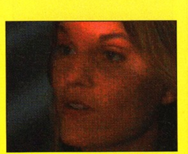
You go into combat with Shadow Three hanging on your wing...unless they get shot down.



See three flyboys? You're the fourth.



The Commander may look nice 'n chubby, but he can spit nails if you mess up.





Ratchet is a tough-talkin' fighter jockey. She'd just as soon break both your pilot's arms as kiss him.





Shadow Five is your call sign. This is your pilot. He's got the hots for Ratchet.

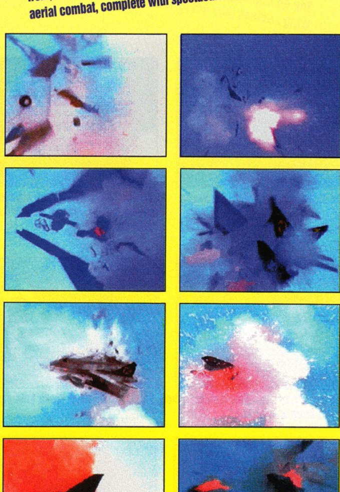
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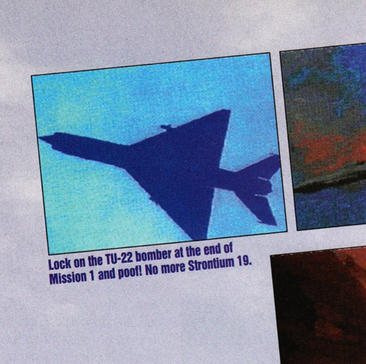
Splashing Migs

Tomcat Alley is filled with enemy fighters, all hot to jam a missile up your exhaust port. Your mission is to do unto them before they do unto you. Shoot down one of Povitch's flyboys, and you see some pretty impressive fireworks.



Whoa! That was a close one. The cockpit gives you an up-front, in-your-face view to a kill. Tomcat Alley is full of intense aerial combat, complete with spectacular explosions.

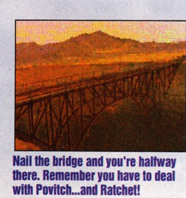




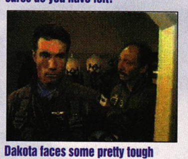
Lock on the TU-22 bomber at the end of Mission 1 and poof! No more Strontium 19.



Close call. How many Countermeasures do you have left?



Nail the bridge and you're halfway there. Remember you have to deal with Povitch...and Ratchet!



Dakota faces some pretty tough decisions...like...should he ask Ratchet out?



Your Tomcat in flight is poetry in motion.

After letting a missile fly, you watch it launch and head for the target.

Countermeasures often roll you out of the way of an incoming missile.

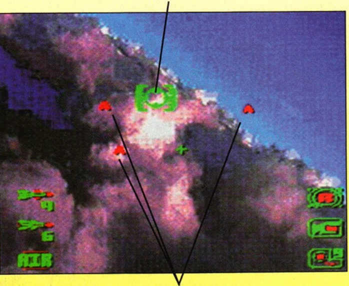
You start Mission 2 from a secret base in the desert. Kinda reminds you of Air Wolf.

Oops. Slight tactical error. Guess he got you. Never fear. You can restart the game.

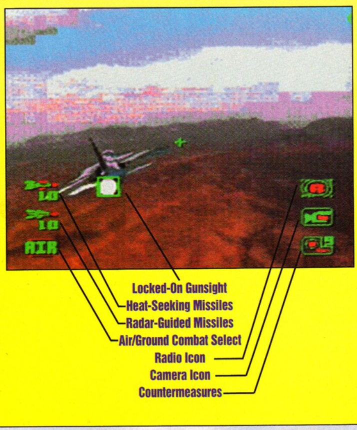
You'll face a multitude of S.A.M. missile sites on the way to Mission 3.

H.U.D. (Heads Up Display)

The first stage of combat is acquiring a target. You'll see the targets available to you as soon as you enter the combat zone. Drop the Reticule on an enemy and press Button B to lock on. Then hang on.



This is the real thing. You have only a few seconds to lock on to the enemy's exhaust. Hit it right, and the Reticule turns red. Press Button A to fire. If you fail to lock, you stand a real good chance of having your enemy turn the tables and fire on you.




Lonely feline with limited range ks mildcat companion who's content to play the same few familiar games.

SINGLE, VERSATILE, ATTRACTIVE ENTERTAINER SEEKS PASSIONATE GAME PLAYER FOR NON-STOP ACTION.

Concerned parent of two Italian brothers seeks old-fashioned partners for her plumber sons before their careers go into the toilet. No newfangled CD tec logy, please.

Introducing the Genesis CDX.™



Plays 3 Ways:

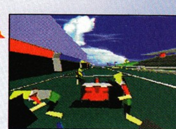
1. It's A Genesis™
2. It's A Sega CD™
3. It's A Portable CD Player

Now that we're acquainted, want to have a little fun? I know how to have lots of it. As in three times the fun because I'm three players in one. Did I mention... (1) I play Genesis games. (2) I also play the hottest Sega CD games. In fact, I can play the entire Sega Genesis and Sega CD library — which ought to be the most fun you've had in any library. (3) I'm also a portable CD player, so you and I can make beautiful music together. And since I'm so wonderfully compact, we can go almost anywhere. So what do you say? Genesis CDX is ready to play around when you are.

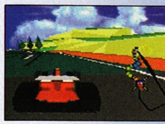
INCLUDES 3 CDs — SONIC CD™, ECCO THE DOLPHIN™ AND THE SEGA CLASSICS™ ARCADE COLLECTION

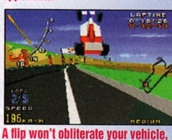


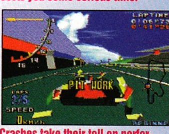



The Pit Crew makes sure your vehicle is in top shape. Don't worry — you can't run them over.

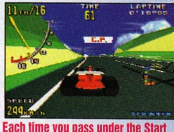

You can't run over horses, but if you're this close to one you're in big trouble anyway.

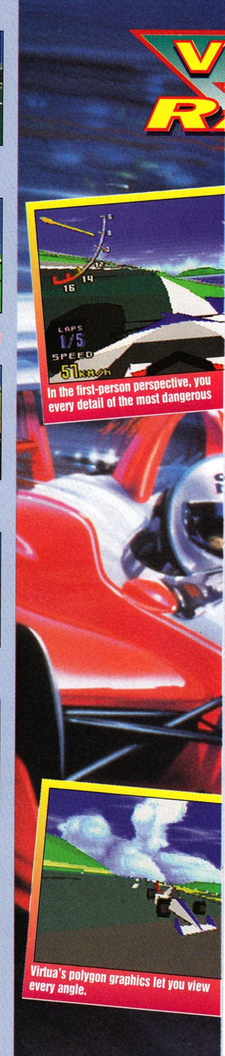

The course snapshot shows you where you stand relative to your opponents.


A flip won't obliterate your vehicle, but wear and tear adds up — and costs you some serious time.



Crashes take their toll on performance. Make a Pit Stop to retune your machine.


Each time you pass under the Start and Check Point banners, you earn a Time Bonus.


In the first-person perspective, you every detail of the most dangerous

Virtua's polygon graphics let you view every angle.

OVERVIEW

The hottest racing game to hammer the arcades is about to turn up the heat on Genesis units around the world with virtual realism like you've never seen before. You know it. It's *Virtua Racing*, the game that has headlined the famous Sega Virtua Land arcade in Las Vegas and taken pole position in arcades around the country. Using Sega's new SVP (Sega Virtual Processor) chip, *Virtua Racing* brings you the most realistic racing to date on the Genesis, with 3-D graphics, four perspectives to choose from, and a wide range of options to give one or two players complete control over their racing.



What do we mean by *realistic?* How about precision handling that lets you negotiate every inch of a turn? How about the ability to look ahead at the long view of the course and then rock through curves from a first-person perspective? How about adrenaline-surging screeches, whooshes, and roars that punctuate every move? And how about speed that can wipe you off the course in no time flat?

Work your way through three courses of varying difficulty. If the competition is leaving you in the dust, take a few laps in Free Run mode — your only opponent is the clock. With enough practice, you might eventually race your way into the Record book, where you can compare times with the overall champs of each course. The Records screen even shows the perspectives in which drivers finished their winning races.

There's more to whittling down times than choosing the right perspective. Like calibrating gear shifts up and down slopes. Making a pit stop if collisions have taken their toll on your vehicle. And tapping the D-Button rather than leaning on it relentlessly. Hit it twice in the direction of a turn, for example, instead of turning your thumb blue from pressing. This gives you more room to assess and correct — like in real driving.

If you've been living under a rock, ask your friends about *Virtua Racing*. Otherwise, you already know what's great about this racing sim. So check it out on the Genesis. Because this title flies.

IRTUA ACING™

can finesse curves.

In the overhead view, you get advance warning of every curve and slope ahead.

your car from

In two-player mode, you and your opponent can race in different VR modes.

Choose from four glorious 3-D perspectives. The overhead views let you plan for upcoming twists and turns. The first-person outlook makes for the most realistic ride. For maximum control, stick with one view rather than switching back and forth, unless you're trying to torment your opponent in two-player mode.



Button C

Button Y



Button X



Button Z



From the Mode Options screen, you choose whether to race against a friend, the clock, or a pack of computerized opponents.



Lose control, and you could wind up taking the scenic route. This bucolic side trip will cost you dearly in the final standings.





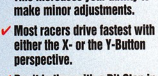
Take advantage of the split screen's dual perspective to prevent your opponent from cutting you off.



A collision can send you flying the wrong way down the track. By driving backward, you can actually lose credit for completed laps.

HOT HINTS

- ✔ For the fastest start, press Button B before you see the flag. You can't false-start.
- ✔ Refine your driving skills in Free Run mode before taking on competitors.
- ✔ Draft off your opponent for an effortless speed boost.
- ✔ You can go slightly faster with a manual transmission.
- ✔ Use short taps on the D-Button rather than holding it down in one direction for long periods. This increases your ability to make minor adjustments.
- ✔ Most racers drive fastest with either the X- or the Y-Button perspective.
- ✔ Don't bother with a Pit Stop in a short race. The performance boost won't compensate for the tune-up time.





HOT HINTS

- Use care to avoid killing miners or destroying subparts. If you blow it, you restart the level with depleted resources.
- Look for the Anti-Pressure Device in Level 7. If you find and use it, you can travel underwater much more easily.
- Play the game in Easy mode to get used to the effects of gravity. It is lightest here. In Hard mode you can sink like a stone.
- Use the Control option to figure out how gravity affects your ship.
- If your ship is destroyed while returning with the sub module and miners, remain on the level start platform to complete the level.
- Have the proper weapon or item (especially the deflector) equipped before you need it. That way, you'll be prepared when the need arises.
- Strike when the Mega Meter is high for maximum firepower.
- Try to reach Special Weapon Power Level 4. It's the highest you can get.

OVERVIEW

Last issue, *Sega Vision*s broke the news on the newest Sega game for those hard-core game heads who get into challenge, pure and simple. *Subterrania* is a one-player game that makes the weak cry out in anguish and average gamers sweat bullets. Those truly twisted individuals who think nothing of scarfing pizza while marathon-gaming 14 hours at a time and who can beat *Silpheed* or *Lightening Force* while sleeping...*Subterrania* is the game for you.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Subterrania puts you on the edge and keeps you there. The entire game is a battle against gravity and the meanest horde of aliens ever to invade an underground mining colony. Your mission is threefold: Defeat the aliens, rescue trapped miners, and find the parts to a sub that gets you underwater in the later missions of the game.

Terranian Firepower

The mazelike, underground caverns of Terrania are packed with power-ups of all kinds. Most important is the Special Weapon Power-up, which constantly changes to match the three types of special attack. When the power-up changes to a color you like or to a color that matches your current weapon, pick it up to build your attack strength. Get a couple of Special Weapon Power-ups, and you have major firepower.

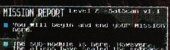
You also have to acquire special devices. Find the sub modules to advance to underwater levels, deflectors to redirect enemy laser fire, and many other items necessary to complete all nine missions.

Under Pressure

Both gravity and water pressure affect your ship. And you are limited by the amount of fuel your ship can carry. The key is striking a balance between patience and speed. If you fly too cautiously, you run out of fuel before you can complete the level. If you rush, your ship's remains end up scattered along the cavern walls. With no continues and exceptional level diversity, your mission will be excruciatingly difficult. *Subterrania* is challenge, pure and simple.



Blue tanks replenish shields, and yellow tanks replenish fuel.



SatScan Transmissions provide a blueprint and outline objectives for each level.



Watch your fuel and shield meters and avoid collecting power-ups before you need them. You can't afford to waste any.



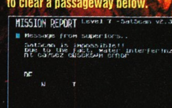
Collect the sub modules in the early levels to move forward to the underwater scenes.



Find Extra Life Power-ups, hidden in various levels, to reach the Alien Leader.



Blast the glowing bubbles in Level 7 to clear a passageway below.



You'll get no help from SatScan transmissions in the underwater levels. From here on in, you're on your own.



The Blue Weapon power-up is the most powerful. It allows the ship to fire both forward and sideways.



Hover high above this overactive enemy in Level 6, and use your missiles to put him away for good.

Use the Mirror Laser to power the machinery in Level 8 until the Mirror disappears, and then blast to the right to find the secret exit.

In Level 2, ride the rails to conserve fuel while fighting the boss.

Mission 9

Obtain Key Power-ups to open the laser gates.

Avoid the claws of crab enemies. They'll crunch you into the rocks.

Find the Nuclear Crystal and receive unlimited fuel for the remainder of the game.

Attack the Alien leader from the bottom right corner.



This is a robot with a really long reach. Slap back with a missile or two.

Pick up the extra life before you shoot to move the platform. If you don't, you'll lose the extra life.

There's valuable stuff under this landing platform. Blast it long and hard to get a weapon power-up and a missle power-up.

Mission 1

This is the mission that kicks off your adventure. It's real straight forward. Rescue the miners and collect the sub module. Look for hidden power-ups in the lowest landing platform.



Time to get wet. If you've made it this far, you now have a working sub. But you need the Anti-pressure power-up if you want to stay under. You have three missions to go. THIS IS WHERE THE TOUGH GET GOING.

Sticky spiders grab and fling you, damaging your shield.

Look for jumping robots. They'll smash you into walls and floors until you are dust.

Your ship now floats. But you need Anti-pressure to stay sunk.

Take the Tube Bomb and get back to the tube. Don't forget the yellow fuel tank in the lower left corner of the map.

After you've bombed the tube, the water level drops, giving you access to the rest of the level.

Go For The

Official Licensed Product of the 1994 Olympic Winter Games

Take on the World in Ten Olympic Events

This is the one you've been waiting for. Challenge Olympic Athletes or go head to head against up to three of your friends in ten different Olympic events. Compete on courses identical to those being used for the 1994 Olympic Winter Games in Lillehammer, Norway. Think you have what it takes to bring home the Gold?

SUPER G
The precision of Slalom and the speed of downhill combine to challenge even the best skier.

SKI JUMPING
Get ready to really catch some air on this one.

SPEED SKATING
Power down the straight-away and muscle your way around the turns.

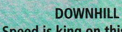


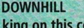
Gold!

Available for Sega™ Genesis™, and Game Gear™.



LUGE
Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.





DOWNHILL
Speed is king on this course, one mistake and it's all over.

FREESTYLE-MOGULS
Let it all hang out, bang the moguls, do some aerials and don't break your neck.



BIATHLON
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

BOBSLEIGH
Take them first but hit them right – this race is won or lost in the turns.

0:00:00 007.28 kph

FINISH

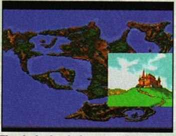


This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ or Game Gear™ System.





Four distinct stories, each launched by some of the best-executed and animated intros ever seen, cast you into the amazing realm of *Dark Wizard*. Here you'll name and control up to 38 humans, elves, dwarfs, hobbits, and all manner of monsters. Here you'll send out search parties on side-quests and sorties. Here you'll explore towns, learning of the dark times through more than 300 pages of conversation text.



The dark cloud of sorcery threatens the peaceful world of Cheshire.

The Coming Of Darkness

The story begins as the world of Cheshire faces the long nightfall of war. An evil wizard named Velonese has conjured four elemental demons to lay the world to waste while he summons the dark god Arliman from exile. The four demons lead armies of darkness across Cheshire, destroying king-



All your characters develop according to combat experience.

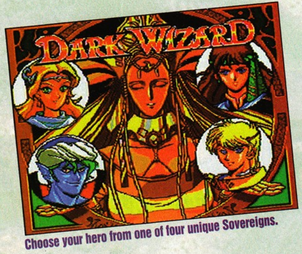
doms and hastening the coming of Arliman.

The kingdom of Quentin is the last outpost of light and civilization, but its heroic king has already fallen in battle before the dark lords. A successor is sought to lead the battered troops against the hordes of evil. That, of course, means you.

Selecting one of four Sovereigns, you'll lead troops against the dark sorcerer's minions. Each Sovereign has his own unique motivations and powers.



Prepare to battle the forces of darkness.



Choose your hero from one of four unique Sovereigns.

Feature-Packed Fantasy

The game features two difficulty modes (though don't be fooled by the term *easy*), the ability to rename every character (including the four Sovereigns), and an option menu that can be adjusted at any time—even during battle. It also features a full day/night cycle that changes the abilities of most monsters.

From the stunning opening sequences through intense battles that can literally rage on for hours, *Dark Wizard* offers one of the most massive, all-encompassing role-playing experiences a gamer can get.

In Town



You'll get valuable information when you talk to people in the town square.



Towns are your most reliable source for magic items, weapons, provisions, and rumors.



Pray often and unceasingly if you want the gods to smile on you.

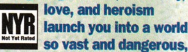


The good king Amer VIII has fallen. of your kingdom.



OVER

Let the most hardened, most skillful, most rabid role-playing gamer be warned: *Dark Wizard* is big. Huge! Honor, treachery, love, and heroism launch you into a world so vast and dangerous,

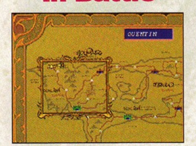




Take up the cause



In Battle



Use the map to move your campaign across the continent.



Your leader must be at the castle to summon monsters or hire fighters.



The unshaded hexes denote the range of movement for each character.



Spells like Hellfire are devastating in battle.

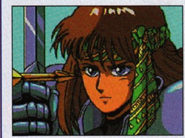
HOT HINTS

- ✔ Don't expose your Sovereign to the warlord until you've vanquished most of your enemies and restored all your hit points.
- ✔ Always leave characters to guard a castle you've taken in battle, or else the warlords will retake it.
- ✔ Unless you really need him or her to fight, use your Sovereign to cast Mass Heal spells after each move.
- ✔ You'll regain fallen allies after victory in battle, so don't be afraid to sacrifice someone during the campaign.
- ✔ Pray repeatedly at church. You'll eventually be rewarded.

Each Sovereign has a different introduction, different powers, and different reasons for opposing Velonese.




Amer IX is sworn to avenge the death of his father and his murdered bride, Chelsea.



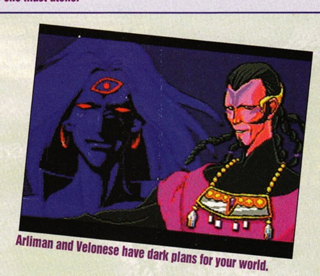

Robin, leader of the cavalry and Quentin's mightiest warrior, fights demons at every turn.



Amon, the lord of the vampires, pits his own forces of darkness against Velonese.



The sorceress Krystal has been duped into dark treachery by Velonese. Now she must atone.



Arliman and Velonese have dark plans for your world.

V I E W

you may well spend *over 300 hours* before you see and conquer it all. Really! In the enchanted and enthralling universe of role-playing games, Sega's *Dark Wizard* is an entire galaxy unto itself.



OVERVIEW

Whoever said butterflies are free hasn't played *Mansion of Hidden Souls* by Vic Tokai on the Sega CD. This new one-player CD features digitized vi… interactive interface to create … haunting implications. You play … on an adventure to rescue his … Hidden Souls. You must find he… sion before the clock strikes m… and yours...by turning you into … might think. But why is the mas… the Hunter? 'Cause he pins his butterfly prisoners to cardboard for trophies. Suddenly, the game ain't so cute.



Mansion of Hidden Souls is sinister fun. The first-person interface works very well and the button commands are uncomplicated. Even easier, you can play the game using Sega's new Mega Mouse.



Funny...this mansion wasn't here before. Your sister is somewhere inside. Find her before the Hunter adds to his collection.

Extensive scaling, rotation, and zoom give you a look at a phantom mansion through a child's eyes. You can even bang your head against a wall or jump off a balcony (something we don't recommend you do. So don't, OK?). The key to saving Sis is exploring and trying to pick up everything. There are only a few instances in which curiosity is fatal. If you have collected the diary and saved your game, you can continue from the saved point and...hopefully...avoid metamorphosis.



You'll find this work of art upstairs in the room with the whiny German butterfly. It's worth a closer look. In fact, you could study it often and find something new each time.



The first item you'll find is a key. The master of the house puts his stuff in weird places. You won't find them without proper clues.

Game play is extremely linear and can be difficult, especially at the beginning and end of the game. The game would be more challenging if it were not for a framed picture that gives you visual hints. In fact, it's the relatively easy access to clues that makes the game a little too easy for experienced gamers. And while the sound effects and music are eerie, some of the voices sound as if they are coming from very far away. Hard-core gamers will breeze this disc. Less experienced players might get more fun and fright out of exploring the haunted halls of the Mansion of Hidden Souls.



Find this tree and you've found the second key.

HOT HINTS

- **Try using the objects you've collected in every situation you think something could happen. The game will not let you misuse an item.**
- **One of the first items you see is one of the last items you will be able to pick up. You cannot finish the game without it.**
- **Make the diary one of the first items you collect. You need it to save your game.**
- **When (if) you find your sister, you have one hour of game time to escape from the Mansion of Hidden Souls.**
- **You can't harm any of the butterflies and they can't harm you.**



Each room has its own resident Some you wish you could pet

Clues in books can direct you to

Think being a butterfly would be

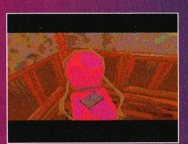


butterfly, each with a different personality, voice, and sometimes a clue. with a fly swatter! Others will point you closer to the right direction.



objects in more than one room.

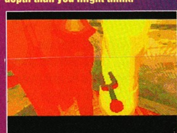
fun? Think again. This is how the Hunter makes trophies of his prey.



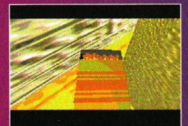
What's unusual about this chair? The diary lying on the seat. You need it to save your game.



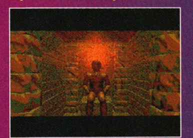
This evil-looking picture has more depth than you might think.



The Music room is one of the few rooms that does not require you to take anything. To complete this section of the mystery, you must sound a tone with the tuning fork.



Matches come in handy around objects like candles. Look for an important clue where you find them.



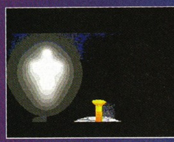
You'll find this strange figure in the basement hall. Who is it?



Oops. Looks like Sis has made the change. Add her to your inventory and try to escape before her wings turn blue.



Death becomes you. While you won't rot in a coffin, you will spend the rest of your existence flitting around from flower to flower. Could be worse than death!



This is the Hunter. He may not look like much, but he's murder on butterflies...like...your sister.



Inside the chimney looking out: thank goodness you have a candlestick. But where did you get it?



Your sis really is a sweet little kid. Don't let the Hunter add her to his collection.

Advanced Dungeons & Dragons®

EYE OF THE BEHOLDER

Seems some evil is stirring deep in the dungeons beneath the city of Watersdeep. You and your band of adventurers have to hack your way through 13 levels of monsters, madmen, and magic slingers before you meet up with the Beholder, a blobby pink hoodoo with a dozen eyes and a million ways to toast your taters.



Use the standard party or build your own. Just make sure you have a good character mix.

You start out with four adventurers. You can use the game's default party or custom-build your own (*much* more fun). Along the way, you'll run into other adventurers you can recruit, though some of these are dead when you find them, so you'll have to cart those dusty old bones around until you find a way to resurrect them.

Your party can hold up to six adventurers. Choose wisely. You'll need a good mix of Fighters, Mages, and Clerics. You can always dump a character if he isn't pulling his weight, but you can't get 'em back if you decide you miss 'em.

Mazes, Maps, And Mayhem

The dungeons are divided into distinct areas, each with three levels. As you slash your way through these eerie, echoing hallways, you'll discover ancient Dwarven ruins, hack it out with a lost clan of sinister, subterranean elves, and cross wits (and weapons) with more magical monsters than you can shake a broadsword at.

One really fine feature that's been added for the Sega CD is a map function that lets you keep track of the areas you've explored. In order to activate the feature on any given level, you first need to find the map for that floor, hidden in some shadowy corner in the mazelike passages. Or you can wander around aimlessly till you get greased. Your choice.



Find "Cure Poison" potions before you fight the spiders on Level 4. If one of your characters dies, you can resurrect him on the next level.

New Depths Reach New Heights

FCI has added some fine embellishments to this game that add to the overall atmosphere. In addition to the map feature mentioned earlier, a substantial number of cinematic sequences have been added.

STRATEGY TIPS

- Put two strong Fighters in the front ranks and a Cleric (to heal your party) and a Mage in the rear. Forget about bringing a Thief. His lock-picking skill is rarely needed and he fights like a hamster.
- Check a character's stats every time you change weapons or armor. Some magic items are actually cursed.
- As you recruit additional members, put them behind the Cleric and Mage with bows. You can find a bow on Level 2 (in the Correction Facility) and another in the Drow chambers on Level 8.
- Look for stone objects hidden throughout the levels. These can be used in the stone transport portals to zip around the dungeon.
- Find a safe place to store excess goods. The dwarf camp on Level 5 is monster-free and near a transport portal.

A Dwarf Cleric on Level 5 will raise the dead if you can find him. Bring them bones down.

The stone portals zip you from level to level if you have the right objects.

OVERVIEW

This *Advanced Dungeon's & Dragons* thriller practically reinvented fantasy role-playing games when it first hit the PC. Its first-person, in-your-face perspective lets adventurers get close enough to kiss a rotting skeletal warrior, a blood-sucking sewer slug, or a bloated bus-sized spider. FCI has faithfully translated the epic to Sega CD, plus they've added enough extra multimedia treats to make this game big-time role playing at its best.

PUBLISHER: **FCI** PLAYERS: **1**

CONTROLLER: **Mega Mouse (recommended); 3- or 6-Button**





Keep track of your characters' stats as they pick up new weapons and advance in levels.

...can track your progress once you've ...d the map on each level.

Each character you encounter (a Thief, a Dwarf Lord, a Dark Cleric, and a Prince, among others) now appears in a special animated sequence. The conversations you have with these folks (all digitized and fairly well acted) give you the clues you need to make it through this massive quest.

Mice and Magic

Playing with the standard control pad is a bit awkward, especially during combat. The game is infinitely more enjoyable if played with the Mega Mouse. This way you can quickly step from character to character, launching attacks and swapping positions and weapons.

You can also save a game in progress to avoid hacking your way down from the top each time you start.

There are lots of dungeon crawls and underground adventures, but few first-rate fantasy role-playing epics. *Eye of the Beholder* is for adventurers who know the difference between a great game and a hole in the ground.

HOT HINTS

- ✔ Each level has a special bonus quest that yields up extra goodies and the smug sense of satisfaction that comes only from pilfering every last bit of booty available.
- ✔ Look for an Armor scroll on the first level. Replace it with a dagger. Take the dagger back. Not bad, huh?
- ✔ Look for four dagger-shaped carvings on the walls of Level 2. Sometimes what you get out of a quest depends on what you put into it.
- ✔ There are four idols on Level 3 that are keeping an eye out for you. Just remember, what one hand giveth, the other can taketh away(eth).
- ✔ The dwarves on Level 5 look a little mean and lean. Maybe you could restock their larders.
- ✔ When exploring Level 6, remember that sometimes it *is* a good idea to put all your eggs in one basket.

The Party That Slays Together...

Action Window
Shows you what you're looking at.

Bar Graph
Shows you how your party members are holding up.

Attack
Right-click the mouse on a weapon to attack. Left-click to change weapons.



Direction Keys
Move the party through the dungeon.

Spell Book
Right-click to bring up spell menu.

Camp
Left-click to rest party, gain spells, or access game options.

Booty is in the *Eye of the Beholder*

Backpack
Holds items in inventory.

Eating Icon
A well-fed adventurer is a happy adventurer.

Map Icon
Brings up map.



Message Window
Describes booty, gives messages, and lets you know when a character has advanced to a new level.

Stats Icon
Shows character's vital statistics.

MORTAL

OVERVIEW

Kranky and kantankerous kompetitors now loose the killer karnage in Arena's *Mortal Kombat* for your Sega CD. One of the best-selling games for the year 1993 comes back at 'cha for '94 in disc form. This one brings you as close as yer gonna get in your home to the arcade version without coughing up a couple of G's and rolling out a hand truck. This screamer of a one- or two-player fight title takes your seven im-Mortal kombatants through their paces on the way to do deadly battle with Goro and Shang Tsung. *Mortal* is both three- and six-button compatible. One question though: Shouldn't Johnny change the spelling of his last name to Kage?

Rated by V.R.C. MA-17 Not appropriate for minors. Mature Audiences

More than 500 years ago the Shaolin Tournament was an honorable competition for martial arts warriors — then the evil Shang Tsung perverted it with the help of his four-armed, half-human, half-dragon protégée Goro. Now Shang Tsung steals the souls of the fighters to gain immortality for himself. Nice guy, huh? Fighting as one of seven warriors — Johnny Cage, Liu Kang, Kano, Rayden, Sub-Zero, Scorpion, or Sonya Blade — you fight your way up the ranks and then try to restore the kontest to honor by whupping Goro and Shang Tsung and sending them back to whatever sleazy hole they crawled out of.

There was something about this Code of Honor screen. What was it? We can't seem to remember. Gee...



Choose your fighter from this screen. You and another player can even choose the same competitor for devilishly even matches.

Kombat With Klarity

So what's different about this version? You get all the arcade music and sounds in CD quality. From the tunes to the voices and noises, this disc sounds even better than the arcade unit. Arena's given you all the character bios in full-motion animation. The programmers restored all the animation frames removed from the other versions. The result? Smoother character movement and a faster-paced feel to your game play. All the backgrounds have been reanimated, right down to the flames at the Palace Gates. Even more, at the beginning of the CD, they've added a two-minute *Mortal* video featuring the commericial clips. All in all, the disc is closer to true arcade and gives you more and better *Mortal Kombat* than any other home version has to offer.

Big-dumb-and-deadly here will put out your lights unless you're the most kareful of kombatants. Note the infinity symbol on his shorts. Let's hope he doesn't think he can wear them infinitely without a washing. Yech.

Look at the backgrounds. Here we see some Pac Man symbology embedded in the wall of the Courtyard.



Check out the video and musical accompaniment at the beginning of the disc. The music is from dance tunes released on CD, and the clips are from various Mortal commericals. This game is everywhere!

All the character biographies now appear in full-motion animation. Check them out in the demo at the front of the game.

The Fighters' Special Moves



Rayden



Toss your foe some awesome amperage with Rayden's Lightning Throw. Press Away, Down, Toward, and Button A.



Rayden does his best man o' steel impression with the Torpedo. For a command performance push Away, Away, and Toward.



For the disappearing act of the century, try Ray's Teleport — it adds wonderful confusion to your opponent's game. Tap Down, Down, and Up.



Sonya Blade



Giving a ring is a cause for celebration in most societies. Sonya's Ring Toss is more a cause for yelling ouch! Give 'em a ring by holding Button A, tapping Away, and Button A. "And it burns, burns, burns...that ring of fire...."



Sonya will grab an enemy with her knees and toss them across the room — she calls it her Scissor Grab. Push Down and Buttons A and B simultaneously.



The Square Wave Flight is a great way to greet a jumping foe. Hello. Smack. Just tap Toward, Away, and Button A.



Johnny Cage



You too can toss Johnny's Green Flame like the pros by tapping Away, Toward, and Button A. This move is rumored to be called Chucking the Snot by the original programmers.



Even the most fierce kombatants groan when they see Johnny perform what's delicately called the Split Punch. You should hear the high-pitched squeal of pain from the receiver on the CD version. Try it yourself by holding Down and Button C.



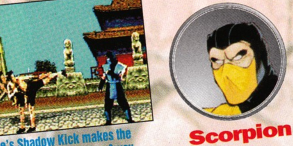
Cage's Shadow Kick makes the opponent see double! Tap Away, Toward, and Button B, and you offer 'em a kiss with your heel.



Liu Kang



Kano



Scorpion



Sub-Zero



And you thought sliding was for babies....To do Subbie's version of the Slide, hit Away and Buttons B and C simultaneously. Your opponent will be airborne in no time.



The iceman cometh. The iceman tosseth. The foe receiveth. You could call 'em kubed. To do the Sub-Zero Freeze, press Away, Down, Toward, and Button A.

Fighting Goro

- ✓ When four-armed-and-ugly jumps toward you, plant him with a kick.
- ✓ All airborne attacks work well against Goro (in moderation).
- ✓ When tossing weapons (Rings, Flame, Knife, etc.), stop when Goro starts throwing his Flame. You'll lose if you trade hits.



Light your enemies' cigarettes with Mr. Kang's Fireball. Oh, they're all nonsmokers and you just lit a face? Too bad. To do it again, hit Toward, Toward, and Button A.



Jump back to get your toes to jump in toward you, then catch 'em in the air with Liu's Flying Kick by tagging Toward, Toward, and Button C.



Do the Kano Cannonball by hitting Start, and then Toward, Down, Away, Up, and Toward. Get a little hang time while spinning by hitting and holding Start.



This ugly half-metal-faced kreep has a single red eye. Could it be a target-ing laser? 'Cause he's always on tar-get with his knife. Hold Start and tap Away and Toward to help your enemy get the point.



Scorpion sure does have a barbed sense of humor. To help your enemy get the hook with the Harpoon, tap Away, Away, and Button A. Fishing, anyone? Nah, too small. Throw it back.



Now you see him, now you don't. To Teleport and reappear on the other side of the screen, press Down, Away, and Button A. Poof, smack. Poof krack. Your foe will love you for it.

HOT HINTS

- ✓ Head Butts are a serious no-no with Mr. Go-Go. You'll eat multiple-handed knuckle sandwiches if you try it.
- ✓ Try your character's best combo. For instance, Subbies' Freeze, Uppercut, and Slide. But never use a combination more than two times in a row. You would be toast. Please pass the jelly.

Fighting Shang Tsung

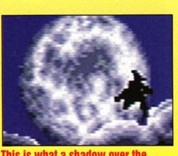
- ✓ Mr. Tsung normally tosses four Fireballs in a row. Stay back and duck them.
- ✓ Defend and avoid when Shang fights you as himself. Take him on when he changes into another fighter.
- ✓ Never sweep S.T. — the guy is legless.
- ✓ Shang can use each fighter's Special Moves only after transforming.
- ✓ Start your attack midtransformation.

The Straight Scoop on Reptile



Reptile and Johnny Cage prepare to do battle.

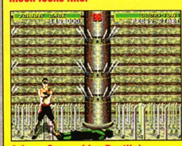
We've heard lots of conflicting reports on Mr. Green-and-Nasty — so we thought we'd set you straight on how to find and fight Reptile. Start a single-player game and fight your way to The Pit. If a silhouette appears across the moon, battle at the Pit without using your Block button, complet-ing a Double Flawless and then doing your character's Finishing Move. This means that only Sub, Cage, and Rayden can fight Rep-tile, as they do not use the Block button as part of the Finishing Move. Reptile fights with either Sub-Zero or Scorpion's moves (in green) and moves two times as fast as either of them. Beat him, and you get an extra 10 million points. For silhouettes, we've seen Santa and his sleigh, a blimp, a witch, Peter Pan, Wendy and Michael, and a rocket ship.



This is what a shadow over the moon looks like.



Once you've done the Double Flaw-less and your Finishing Move, you will be served notice that you've found His Greenness.



Johnny Cage whips Reptile's nox-ious butt.



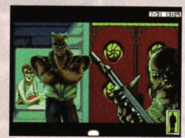
In this case, Reppie is using Scor-pion's moves.

Rise of the Dragon

City of Fallen Angels

In a dark and dangerous L.A. of the future, William "Blade" Hunter — ex-cop and down-on-his-luck private eye — must follow a twisting, terrifying trail of drug trafficking and murder.

As Blade tracks down the source of a new street drug, he uncovers an ancient curse. Bahumet, a centuries-old Chinese warlord, is on his way back, bringing 3,000 years' worth of *baaaaad* attitude with him.



A curse from the past stalks the streets of the future in this cyberpunk thriller.

Tunnell Vision

Heavy stuff, especially from the designer who created the weird, wiseass world of *Willy Beamish*. Jeff Tunnell's *Rise of the Dragon* is a very adult adventure, populated with scheming politicians, world-weary heroes, and questionable allies.

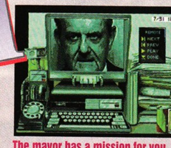
The story that unfolds (or, more precisely, *stories* that unfold, since the plot can twist like a serpent toward different endings) puts a dark coat of ugly paint on the future. Life is cheap. Honor is a luxury. Death is the easy way out.



Manage your inventory well. Candy bars and bombs are hard to come by, you know.

Talk Ain't Cheap

Your job is to prowl the mean streets of the future, talking to everyone you meet, piecing together the clues, and stopping the rise of the Dragon. Knowledge and cunning are your two most important weapons.



The mayor has a mission for you, but don't count on him for a lot of help and support.

Conversation is a critical battle tactic. Everyone you talk to may put you onto a new trail. Conversations change constantly, according to what you already know, how you treat people, what objects you've gathered, and what transpired out there in the city while you were sitting in some bar yakking.

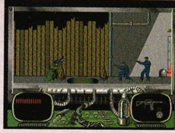


The more you know, the more places you go. Learn about new areas to explore through conversation.

Sorting out this macabre mystery can be so complex that Dynamix is offering a separate hint book and 900-number hint line to help all the frustrated futuristic gumshoes who find themselves following dead-end leads down dark alleys.

Rise and Shine

Technically, *Rise of the Dragon* is markedly superior to Dynamix's first Sega CD RPG, *The Adventures of Willy Beamish*. The scenes load quickly and the action moves along at a quick pace. The numerous voice actors do a fine job of engaging the audience and unfolding the plot. The artists have also made good use of the Sega CD color palette, skillfully portraying Tunnell's dark and menacing view of the future.



Don't try this without the heavy artillery. You need to meet with the mayor before you get that.

The game also features a couple of nice side-scrolling arcade sequences, but don't expect to work up any serious thumb sweat beating these mini-bosses. The combat is just a nice diversion.

This is a game for people who wage battle with their brains.

BEST FEATURES

Multiple Plot Branches
Every decision you make will take you to different events and endings. Think things through and save the game before you do something rash.

Graphic Adventure Format
Rise of the Dragon unfolds in a crisp, scary, graphic novel format, using animated comic book panels and point-of-view perspective.

HOT HINTS

- Don't snoop around Chen Lu's apartment the first time you go there or you'll get busted. Grab his ID from the VidPhone and come back later.
- The guard at the Pleasure Drome is really a devoted family man. Honest. Give him a little treat for the old lady and you might get your gun back.
- If you make a date with Karyn, don't stand her up. And don't pick up strange women either. Try to be a sensitive guy for once, OK Blade?
- A picture is worth a thousand words. Remember that next time you talk to the Jake.

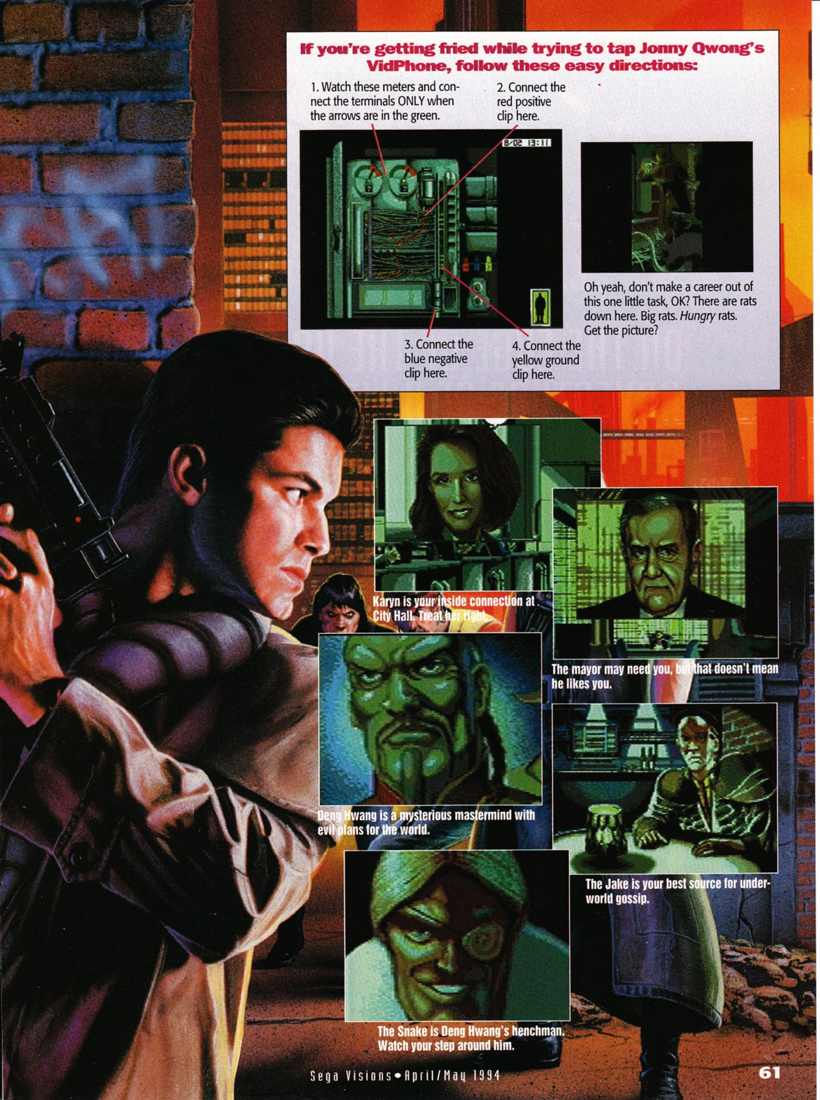
OVERVIEW

One of the most controversial games to hit the Sega CD system has finally arrived. *Rise of the Dragon*, a cyberpunk RPG from Dynamix, is coming to the shelves, emblazoned with an MA-17 rating. While the game features little actual gore or combat, the *very* adult themes and unrelentingly grim atmosphere in this gritty glimpse of the future keep the game well outside the "fun for the whole family" category.

PUBLISHER: **Dynamix** PLAYERS: **1**

CONTROLLER: **3- or 6-Button**

MA-17 (Rated by V.R.C. Not appropriate for minors. Mature Audiences)



Oh yeah, don't make a career out of this one little task, OK? There are rats down here. Big rats. *Hungry* rats. Get the picture?

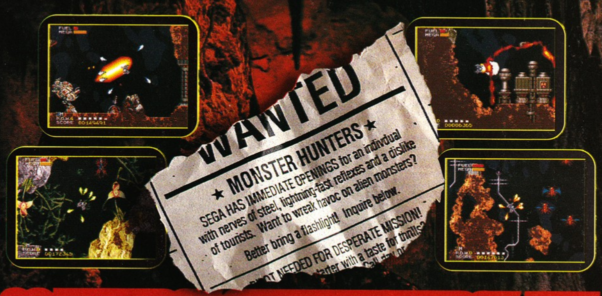
Karyn is your inside connection at City Hall. Treat her right.

The mayor may need you, but that doesn't mean he likes you.

Deng Hwang is a mysterious mastermind with evil plans for the world.

The Jake is your best source for underworld gossip.

The Snake is Deng Hwang's henchman. Watch your step around him.



ON THE EDGE OF THE UNIVERSE, THE ADVENTURE OF A LIFETIME AWAITS...

AND HERE'S HOW TO WIN!!!

1 Play SUB-TERRANIA on the hardest difficulty level. 2 Defeat the last boss. 3 Take a picture of the special victory screen. 4 Send in picture and entry form postmarked between 4/1/94 and 7/15/94 to:

SUB-TERRANIA CONTEST c/o Marvel Entertainment 387 Park Avenue South New York, NY 10016

1 GRAND PRIZE! A weekend in New York to attend the New York Marvel Mega-Tour: a full day comic extravaganza at the Jacob Javits Center. (dates Friday-Sunday Sept.9-11) While in town get a VIP tour of Marvel Headquarters. Visit the Bull Pen and meet some of your favorite Marvel creators. Walk out a superhero with an armload of cool, collectible Marvel merchandise. Also, the brand new SEGA Genesis CDX system. (Includes airfare and accomodations for two. Winner and guardian).

1 FIRST PRIZE! A weekend in Los Angeles to attend the Los Angeles Marvel Mega-Tour: a full day comic extravaganza at the Los Angeles Hilton & Towers. (dates Friday-Sunday Aug. 26-28) While in town get a VIP Tour of Marvel Films headquarters. Get a sneak peak at the new Spiderman, Iron Man and Fantastic Four animated shows coming in Fall 1994 and meet some of the creators. Also, lots of cool, collectible Marvel merchandise. (Includes airfare and accomodations for two. Winner and guardian).

SUB-TERRANIA CONTEST ENTRY FORM
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3 SECOND PRIZES!
- Genesis CDX system
- CDX carrying case
- Gunstar Heroes
- Ranger X
- Lightning Force
- Sub-Terrania T-shirt

50 THIRD PRIZES!
Limited edition comic book ashcans

100 FOURTH PRIZES!
Option of either a Sub-Terrania hat or t-shirt

HERO ILLUSTRATED





ClayFighter

Bonker and The Blob are not claying very nicely.

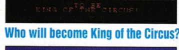
Find out about your fighter's Likes, Hates, Wants, Job, and Motto at the Select screen.

OVERVIEW

Sing along with the theme song! *Clayfighters...clay-clayfighters...innocent and they don't care! Clayfighter* from Interplay spatters into your Genesis. This claymation-style one- or two-player fighting hit is coming your way in all its three-dimensional glory. Battle with eight crazy clay-based fighters, plus a final boss. *Clayfighter* has no blood and no claytality moves, but there's plenty of hilarious spoofing in a surprisingly solid fight title. Bust your opponent to bits with moves like — Hair Blade from Blue Suede Goo, Valkyrie's Ride from Helga, and Frozen Fist from Bad Mr. Frosty. With plenty of moves, great looking stages, and tons of digitized voice, this claytoon fighter will rank with the best. Clay, er, ah, flay your enemies alive in this viciously cute cart.

NOT YET RATED

Playland was once the most popular spot in Mudville and now it's just another abandoned amusement park. From a bajillion (really!) miles away comes a purple clay meteor...which of course, smashes smack dab into the center of the park — now called Clayland. Up from the dust and clay rise eight fighters, each intent on becoming King of the Circus. Mold Bad Mr. Frosty, Taffy, Tiny, The Blob, Blue Suede Goo, Ickybod Clay, Helga, and Bonker into great fighters for the right to own the title. May the best Clayfighter win.



Who will become King of the Circus?



The Stats screen keeps a running tally of your bouts.



Bonker plants one on Bad Mr. Frosty.



Ickybod Clay and Helga get ready to have it out.



The Blob and Blue Suede Goo.



Taffy and Tiny pound for the crown.


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ACCOLADE
GAMES WITH PERSONALITY

More Zoom or Doom!

OVERVIEW

In the last issue, *Sega Visions* broke the news on *Sonic 3*, the best Sonic ever to spin-attack your Genesis. Now we're bringing you more on this international best-seller. More on the levels: more hints and tips on beating the acts... more maps...more bosses...and more on Knuckles the Echidna.

Rated by V.R.C. GA Appropriate for all audiences... General Audiences

Sonic mania is taking the world by storm. If you aren't yet caught up in the spinning blue frenzy, now is your opportunity to get in on the fun. You know the story. Doc Robotnik has crashed his flying death egg on the Floating Island. He's convinced the Island's local resident, a burrowing beastie named Knuckles, an Echidna (E-kid-na), to give him the Island's Chaos Emeralds so he can be on his rotund, evil way. He's managed to convince Knuckles that Tails and Sonic are the bad eggs. Sonic and Tails are trying to stop the Doc. And the Doc and Knuckles are trying to shut down Sonic and company.

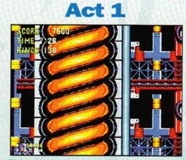
Sonic 3 is the biggest *Sonic* Genesis adventure to date, with tons of new features. You can now save your game in one of six save spaces. You can play as Sonic, Tails, or the pair in one-player games, and as Sonic, Tails, or Knuckles in two-player mode. One-player games have two types of Special Stages and a lot of all-new power-ups. The two-player mode has three types of real-time speed games in five new zones. If you like your fun moving at the speed of sound, *Sonic 3* is for you.



SONIC THE HEDGEHOG 3™

Casino Night Zone

Act 1



This curly pipe will spin you around faster than you can say Sonic!



Jump off Casino Night spinning wheels to reach higher places.



Ever play a game like this? The Bad Egg must have. He wants to break you out through a hole in the blocks.



A crafty Sonic or Tails can jump on the spinning, spiked top and ride it above the main unit. Bounce off its dome to get it to open. Then let the spiked top hit it. Keep going, and it's on to Act 2!

Act 2



Knuckles is at it again. Though he doesn't drop you down a level, he will make things wet real soon.



If you are running out of air, pop a balloon for a quick breath.



Hydrocity Zone

Act 1




Stand in the right place, and you'll be revved up without being spun up.

Act 2



Act 2 features some awesome loops and chutes.



That annoying Echidna seems to like dropping you into the drink.



Spiked missiles do a real good job of parting a hedgehog...or a fox... from his Rings.



Robotnik wants to give you the big splash with depth charges.

You don't have much control when you hit the bumper halls.



Knuckles is about to send Sonic on a one-way trip to Doc Robotnik.



You can move some barrels by pushing Up and Down on the D-Button.



Robotnik's latest toy. He can get you twice...when he drops the marble and when he charges it up.

HOT HINTS

- Press any button while you are jumping to generate an Insta-shield. This could save your Rings.
- Play as Tails solo if you want a slightly easier game.
- In a one-player Sonic and Tails game, you can manipulate Tails with the second control pad. He can lift Sonic to higher places.
- The Lightning Shield can make Sonic jump higher. The Flame Shield can make him do an aerial Fireball Spindash.
- You are less likely to lose Rings when you are spinning than when you are simply running.
- Robotnik's weak spots are generally either straight above or directly underneath his eggsasperating contraptions.
- In the Special Stages, touching starred spheres bounces you backward.
- Don't pick up Robotnik power-ups unless you want to lose your Rings.

Marble Garden Zone

Act 1



Spin up against the blue and yellow half-domes to raise hidden steps.




Aaahhh! Spinning tops can take you many places, but they can be very tricky to control.



These Marble Garden masks have a nasty way of spitting arrows. Bop the red jewel in the mask's forehead to open new ground.

Act 2



Grab this ring for a ride that's more fun than a ski tow rope.

The Fire Shield makes moving around in the Marble Garden Zone a lot easier. Press a button to jump, then press it again to do the Fireball Spindash.

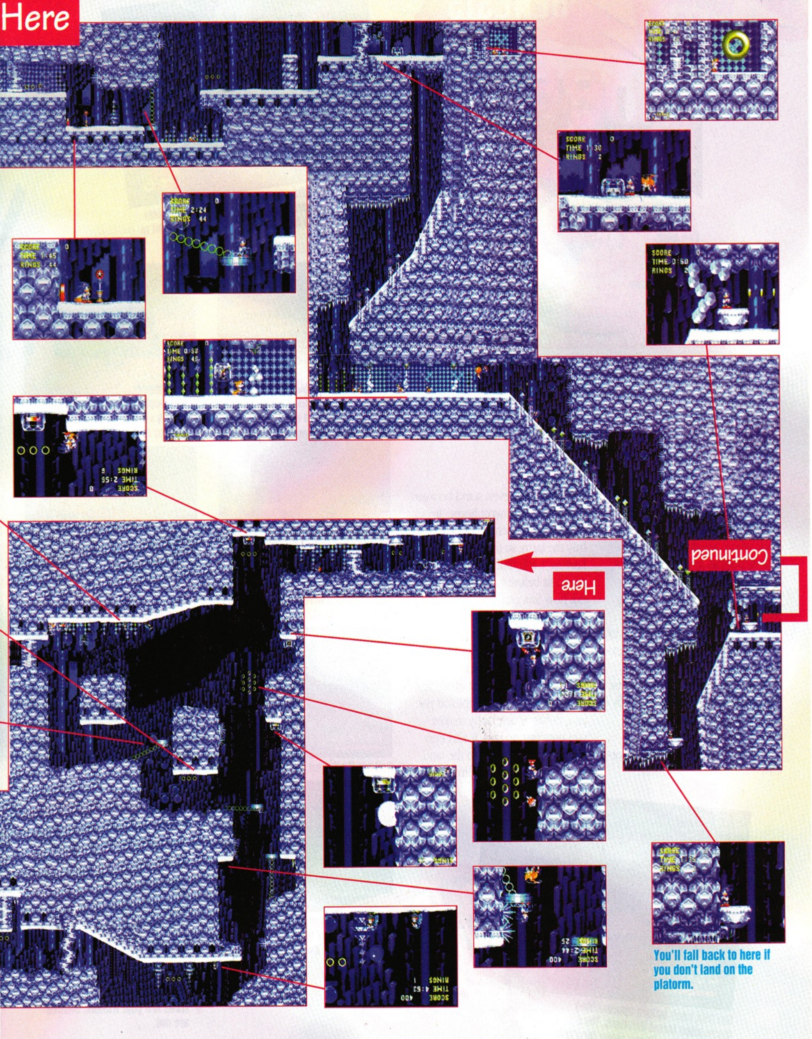


This Robotnik creation is designed to drill holes in hedgehogs and flying foxes alike. With Tails giving you a hand, drop in on the Doc and hit the top of his ship.

Ice Cap Zone
Act 1

The Ice Cap Zone is cold and fast. Starting with a terrific snowboard entry by Sonic, you must venture deep beneath the Floating Island's frozen zones. Dangers here include penguinators and falling stalactites. If you don't touch Sonic while he's snowboarding, he collects 40 Rings...putting you in good shape to get 60 more for an extra life.





You'll fall back to here if you don't land on the platorm.



Bubba 'n' Stix

OVERVIEW

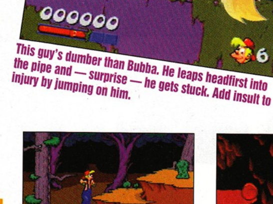
It's a redneck's nightmare. Aliens transport a good ol' boy named Bubba to a planet where the bigwigs can't be bought and no 18-wheelers can be found. In *Bubba 'n' Stix*, a puzzle/adventure from Core, your job is to find the way back to the hillbilly hero's homestead. This ain't no hayride, hayseed.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Bubba's only help comes from Stix, a versatile stick who wants more than anything to send him back where he came from. Problem is, Bubba's as dumb as a rock, and Stix can't do all the thinking. That's where your puzzle-solving skills come in. To bring Bubba home, you must figure out how to use Stix in more than 100 perplexing situations. Swing him like a baseball bat at space monsters, use him as a lever to send boulders flying, and poke him around to uncover escape routes.

Bubba's journey begins in a forest of living trees. Four more brain-bending levels stand between him and home sweet home. It doesn't take much for Bubba to buy the farm, so to speak. In the hardest levels, Bubba can drown in a puddle before you even figure out how Stix can assist him.

Fortunately, Bubba has up to six lives and two continues. You also get passwords after each level, so you don't have to battle the same villains twice. Best of all, Stix never abandons his simpleton pal. Still, *Bubba 'n' Stix* really makes you use your noggin. It ain't easy guiding this guy back to the land of tractor pulls and chitlin pie.



This guy's dumber than Bubba. He leaps headfirst into the pipe and — surprise — he gets stuck. Add insult to injury by jumping on him.

Jump on Stix to reach high places. He'll join you soon after.



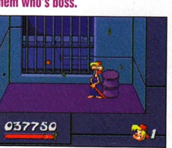
Ooch! Ouch! If you linger on the stepping stones, molten lava washes over your feet.



These twerps are yapping about nothing instead of helping you out. Attack them from behind to remind them who's boss.



Bubba doesn't care much for swimming. Place Stix here to lower the tide so he doesn't get wet.



Roll out the barrel and look behind it.



Turn the gear to raise the barrier.

Then place Stix in the wall to open up your escape route.



Get Stix back before approaching these alien forest dwellers. They won't attack until you move forward.

HOT HINTS

- ✔ Always travel with Stix in hand. You won't get very far without him.
- ✔ On the early levels, enemies that you smash return if you dawdle in their territory.
- ✔ You can catapult boulders for access to high cliffs. But please, get out of the way once you send them flying!
- ✔ You can't plug holes while you're underwater.
- ✔ Trees are your friends. Bushes are not.

Look Your Enemy Straight In His Eye

The Pirates of Dark Water™

Created by David Kirschner



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.





OVERVIEW

Sega's *Columns* for the Game Gear was an instant classic. And the sequel's fabulous too! Vic Tokai's *Columns III* for the Genesis comes loaded with new features that make it a blast for up to five players with the Sega Team Player Adapter.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

In this ultracompetitive version of *Columns*, you can attack your opponents by making blocks rise underneath their jewels as they try to clear their fields. Blocks also destroy your opponents' currently falling sets of jewels, adding to the height of any blocks already in their fields and reducing the number of blocks in yours. If the jewels stack up to the top of the field...it's game over for the attackee.

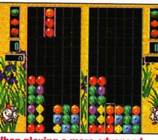
The Poison attack is even more devastating, not to mention totally whacky. If you wipe out four rows of jewels at once, a Flashing Jewel appears. Eliminate it while it's still flickering, and your opponent will freak as his playing field flips upside-down, his controls become reversed, his Next (preview) window goes blank, or his jewels fade to black and white.

Advanced mode features Super Flashing Jewels. Eliminate one, and your Poison attack intensifies. You could dump five rows of invincible blocks into your opponent's field or make his jewels fall at nearly impossible speeds. You might make all the jewels in your own field disappear. And then again, your opponent might not be able to use Magic or Flashing Jewels for the rest of the match, because they'll be destroyed when they appear in his Next window. Pretty cool, huh?

In one-player mode, *Columns III* features three difficulty settings, each with multiple levels. But the game really shines with more than two players. Each time someone wins a game, the playing fields are shuffled around so that you don't know who you will be attacking to your left or right until the game begins. With playing fields flipping upside-down, jewels turning black and white, and blocks forcing columns up and down, *Columns III* creates some hilarious chaos!



During play you collect treasures that will help you during your next match. The Magic Bell eliminates all jewels from your playing field. The Magic Weight drops several rows from the block beneath your jewels. And the Magic Stone eliminates blocks completely.



When playing a more advanced opponent, mimic his jewel stacking. You'll distract him while you improve your technique.



Create diagonal rows to prevent your stacks from getting too high.

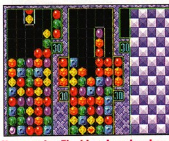


If you're anticipating a large chain reaction and your attack points are in the twenties, use them! They max out at 30.

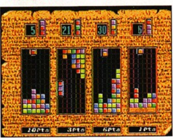


Clear more than two rows at a time by setting up chain reactions. A combination of four cleared rows earns more points than four rows, one row at a time.





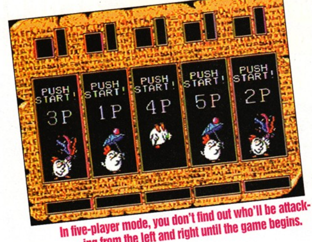
You receive Flashing Jewels when you clear out multiple rows at once. When the Flashing Jewel appears, you have a limited amount of time to clear it, so don't bury it!



Concentrate on defeating one opponent at a time.

HOT HINTS

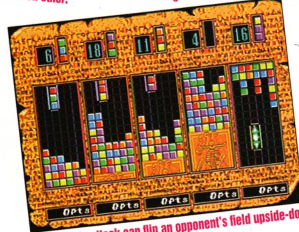
- ✔ If a Poison attack strikes you in single-player mode, check your inventory for Antidote.
- ✔ Take advantage of your Next window. If you know where to put the next set of jewels, press down on the D-Button to accelerate its fall and one-up your opponent.
- ✔ Leave plenty of time to finish the entire game in one-player mode. Columns III lacks passwords and cannot be saved.
- ✔ In one-player mode, save your magic treasures until you reach the more advanced levels. You can defeat the computer in the earlier levels unaided.
- ✔ Wait for your opponent to attack. Then counterattack. You shrink the block under your jewels and raise a block under his.



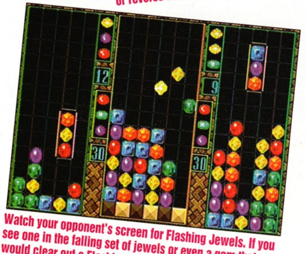
In five-player mode, you don't find out who'll be attacking from the left and right until the game begins.



Plan ahead. Even if you can't clear any rows with the currently falling set of jewels, drop matching colors next to each other.



Poison! This attack can flip an opponent's field upside-down or reverse his controls.

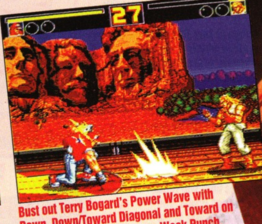


Watch your opponent's screen for Flashing Jewels. If you see one in the falling set of jewels or even a gem that would clear out a Flashing Jewel, attack!



Fatal Fury 2


When one player is in the foreground and another is in the background, be the first to land the blow.


Bust out Terry Bogard's Power Wave with Down, Down/Toward Diagonal and Toward on the D-Button with a Strong or Weak Punch.

OVERVIEW

One of the hottest arcade fighting games makes its way to the Genesis in *Fatal Fury 2* from Takara. Rejoin the brothers Bogard and their friend Joe Higashi in this one- or two-player fist fest. Play with any of eight characters in the one-player version or 12 characters (includes the bosses) in the two-player mode. This port gives you all the depth, voice, and characters of its arcade namesake. Packing a massive 24 megs of game play, this cart is an all-out, head-busting brawl!

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Again, Legendary Men...Return

A year after Terry, Andy, and Joe took out Geese Howard, they and five other brawlers are invited to another King of the Fighters Tournament. The bouts take place at various locations around the world. The fighting is so intense that it often doesn't let up until dark.


Apply Kim Kaphwan's Hishokyaku to an opponent's head by hitting Up to jump, then Down and a Strong or Weak Kick.

What makes *Fatal Fury 2* an unusual fighter is the ability to brawl in the foreground and the background. You can move not only from left to right but also from front to back. This adds more strategy as well as escape avenues for the cornered novice, with the added benifit of being able to crack some cranium in 3-D.

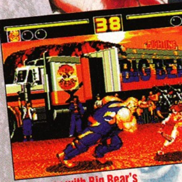
FF2 has three game modes. You can play the one-player Tournament Mode or choose Versus Mode for play against a friend or the computer, or let the computer play itself so you can maybe learn a few tricks. In Survival Match Mode, you and a friend (enemy) each choose five fighters and battle it out until only one is left standing.


Jubei Yamada does his Sembei Slasher (the cookie toss) by charging Away and hitting Toward and Strong or Weak Punch.


Use Cheng Sin Zan's enormous gut as a weapon with the Belly Blow by charging Down and then tapping Up with a Strong or Weak Punch.


Billy Kane executes a Stick Attack by repeatedly hitting Strong or Weak Punch.


Each of the fighters can fight in two levels of depth. Here Axel Hawk knocks his opponent into the background. Use the second depth as an escape or, in three of the boss levels, as an attack.



Bust away with Big Bear's Giant Bomb by holding Away/Down Diagonal for a couple of seconds, then Toward and Strong or Weak Punch.

Joe Higashi can nail an enemy with his Hurricane Uppercut by doing a half circle Down (Away to Toward) on the D-Button and a Strong or Weak Punch.



Do Andy Bogard's Dragon Bullet by moving Down, Down/Toward and Toward on the D-Button with a Strong or Weak Punch.

HOT HINTS

- ✓ All the characters have their own round-ending Super Special Attacks. Let 'em rip when their Power Meters are flashing.
- ✓ Each fighter has four Special Moves.
- ✓ Bear is the strongest fighter, but also the slowest.
- ✓ In Hawk's, Kane's, and Blood's levels, knock your opponent into the background for extra damage.
- ✓ Mai is the fastest fighter — and the weakest.

Administer Laurence Blood's Spin Attack by charging Away, then hitting Toward and Strong or Weak Kick.

Playing as the final boss, big Wolfgang Krauser, you let a High Fireball fly by tapping Down, Down/Away Diagonal and Away on the D-Button and Strong or Weak Punch.

Three-Button Controls



Button A: Weak punch
Button B: Weak kick
Buttons C+A: Strong punch
Buttons C+B: Strong kick
Buttons A+B: 3-D movement

Buttons A+B+C: Send opponent flying into opposite plane (line attack)
Button C: Tease and taunt your opponent (tap lightly)

Six-Button Controls



Button A: Strong punch
Button B: Strong kick
Button X: Weak punch
Button Y: Weak kick
Button Z: 3-D movement

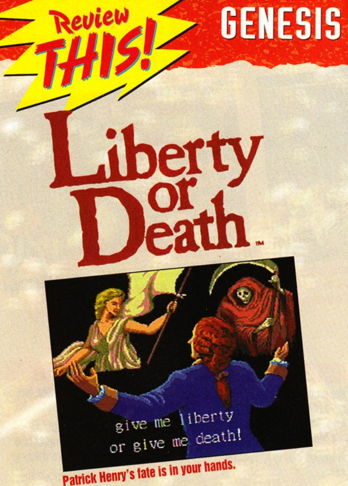
Button C: Send opponent flying into opposite plane (line attack)
Mode Button: Tease and taunt your opponent (tap lightly)



In a two-player bout, you choose your fight location at the Matchup Screen.

Mai Shiranui's Dragon Fire Dance is Down, Away/Down Diagonal and Away with Strong or Weak Punch.

Liberty or Death™



Patrick Henry's fate is in your hands.

OVERVIEW

To arms, to arms against the mother country! Do you have what it takes to put George III in his place? In *Liberty or Death,* the latest historical simulation from Koei, you're charged with orchestrating — or quashing — the American Revolution, from the Virginia Convention to the bitter end.

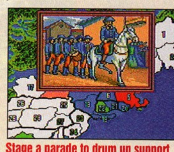
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

In this one- or two-player title, you can play as George Washington, general and patriot, or Thomas Gage, the commander of the British forces. We advise starting out as George — victory is much more difficult from the Royalist side.

Your first order of business is to recruit and equip a strong militia. Then you have to keep your men on your side. Maintaining the loyalty of your troops can be a battle in itself, especially when the other side is tempting them with bribes. If you fail to pay your soldiers well, they mutiny. But if you spend inefficiently, the government cuts you off.



Judging from Major Greene's Training and Discipline quotients, it looks like he could use some Drill practice.

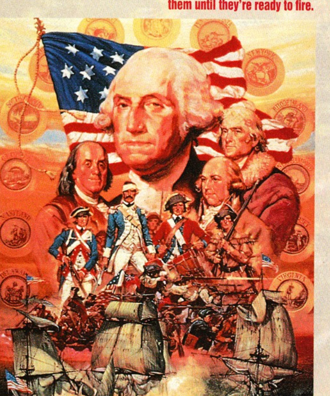


Stage a parade to drum up support for your side. The benefit increases with the number of participating regiments — so does the cost.

Once you're ready for combat, you must position the right combination of troops, arms, and spies on the right terrains. The better equipped your forces are, the greater your chances of capturing the enemy. But if you take too many troops into battle, you leave the homefront vulnerable. Battlefield mishaps can also strain your budget — and your credibility with the government that supports your exploits. Just how good are your diplomatic skills? If they're not up to snuff, you could change the course of history.



Memorize your opponents' positions by daylight. At night you can't see them until they're ready to fire.



How to Vanquish The Enemy

From either the Colonial or British side, the path to victory follows this strategy:

- Draft Troops
- Purchase Food, Gunpowder, and Arms
- Raise Public Support
- Attack Enemy Districts
- Surround Remaining Enemy Districts
- Capture Enemy Commander-in-Chief



Send a spy to an opposing unit to learn its limitations.



If you refuse to negotiate with potential mutineers, troops are bound to desert the regiment.

HOT HINTS

- ✓ Maximize fleet support in your initial budget.
- ✓ The Revolutionary Militia is a volunteer army that supports Continental forces against the British. Its tactics are purely defensive.
- ✓ Only officers with Tactical quotients above 70 can construct cannons.
- ✓ Promotions boost morale, but they're expensive. If Loyalty is already high, save your cash.

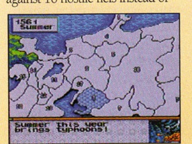


OVERVIEW

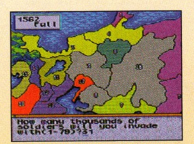
Bring 16th-century Japan to its knees in *Nobunaga's Ambition,* Koei's latest historical sim. You rule just one of 50 warring fiefs. But you've got ambition. With strategy smarts, you can rein the others into a powerful, unified Japan...with you at the helm. Deploy ninja spies, broker nonagression pacts, and outmaneuver opposing daimyos in battle — all while keeping your peasants happy. Sound tough? Every other feudal lord has the same plan as you.

GA

You play as any of 50 rival daimyos in three of the four wartime scenarios. To get the hang of the game, play as Nobunaga, the hotheaded ruler of the Owari province, and choose the Battle for the East scenario, which pits you against 16 hostile fiefs instead of the usual 49. Then slash your way chronologically through the Daimyo Power Struggles, Ambition Untamed, and the Road Towards Unification. Each scenario begins with different fief conditions and territorial distribution, so you get a completely new game at each level.

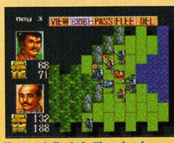


Develop the dam in the spring — typhoons strike in the summer.



Don't use all your troops in an invasion. Enemies quickly take advantage of a vulnerable home front.

In these turbulent times, the key to domination — or even survival — lies in striking a precarious balance between domestic stability and military campaigns. No matter how prosperous your empire becomes, it can sink into chaos at any moment. Equip your warriors at the taxpayers' expense, and the peasants revolt. Concentrate on your towns to the neglect of your military, and rival daimyos pounce. Run out of rice, and watch it all go down the drain. It takes some serious brainwork to succeed where the real Nobunaga failed.



You can bribe in battle only when you have more gold than your opponent.



Concentrate your troops on the command, cavalry, and rifle units.



Home in on the enemy command unit immediately. Don't waste precious lives or time battling infantry.

A tax rate between 45 and 55 percent generally keeps the peasants happy. If your charm quotient is low, try 40 percent.



HOT HINTS

- ✓ Play the game with the Mega Mouse for ultrasmooth control.
- ✓ If you have a great deal of charm, you can get away with taxing the peasants more and allocating less gold and rice to your troops.
- ✓ If you allow your town to serve as a battleground, its value decreases, as does peasant morale.
- ✓ If you run out of rice during battle, you lose — no matter how far ahead your troops were.
- ✓ Choose Battle for the East while you perfect your strategies — you have fewer fiefs to conquer than in the other three challenges.
- ✓ Try to take the castle of the fief you're invading. It puts you in the best position for battle and reduces the morale of the defending army.
- ✓ Form a nonagression pact with a neighboring fief. Too many pacts prevent you from expanding your empire. Too few leave you vulnerable to attack.

Mutant League Hockey



At the start of the game you choose your team, Play Mode, and other options like the Death Index.


Players other than Enforcers pon on the ice risk penalties. hole in the rules...you can't with a weapon, but if you pick ice you can use it.

Deke and Dismember

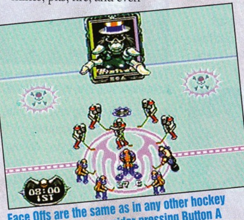
Join the members of the Toxic and Maniac Conferences, with teams like the Montroyale Cadavers and the Pucksucker Pukes, in an all-out hockey brawl. The teams consist of Robots (agile but fragile), Trolls (big, brawny, and breathtakingly dumb) and Skeletons (fearless 'cause they're already dead). You skate on ice riddled with hazards — mines, pits, fire, and even sharks. Your enforcers are armed with everything from axes to chainsaws. The Face Off includes an option that lets you wail on the opposing center instead of going for the puck. You earn Minor Penalties for Slicing, Excessive Force, and Goalie Bashing. Major Penalties are for infractions like Termination (completely destroying an opposing player). You can call Special Plays like Bribe the Ref, Waste the Ref, and our favorite, the Jail Break, in which you empty



The object of this game is to score more goals than the other team. Shots from behind the Blue Line (or whatever color it is on each rink) count as two points.



Game Stats now include Hard Checks, Weenie Checks, Players Under Ice, and Deaths This Game — important stats for the stat-hound.



Face Offs are the same as in any other hockey game, unless you consider pressing Button A to punch the opposing center a difference.



Fights occur in cutaway like your childhood game 'em Robots. Use Buttons B opponent.

OVERVIEW

In a distant galaxy, the game of hockey has reached a level of viciousness never before seen by human beings. Welcome to *Mutant League Hockey,* a game in which losing teams often need pallbearers. One to four players choose the level of violence — from Rough (like a normal game of hockey) to Annihilation (teams forfeit when they run out of players). This second installment in the *Mutant* series from Electronic Arts puts a new spin on a game that some already consider violent. They ain't seen nuthin' yet!

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences



who use a wea-
There's a loop-
enter the game
one up off the



This is the First Lady of Mutant League Hockey — Crude Candy — and she's riding Glynda the Zamboni. Zambonis scrounge the ice between periods for body parts and anything else edible.

your own penalty box. The seven Nasty Plays include Exploding Puck, Skunk (a real stinker of a play), Armed Force (all your players have weapons), Waste the Goalie, and Rocket Puck.

Players hankering for more traditional hocky can set the Death Index to 1 (Rough) and play — *Mutant League Hockey* has the same game engine as *NHL '94*. You



The Play Selection screen offers your Nasty Play for the period, Special Plays like Jail Break, and a Fake Out option where you call no play.

have One-Timers, Goalie Control, and all the features of *NHL '94* except the players. The rinks still have additional hazards, but hey! As you increase the Death Index,



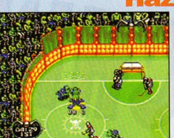
Your Playoff screen shows the teams that you have to take to win the Monster Cup.

the game becomes more and more out there. When you reach a Death Index of 5 (Annihilation) there's a sizable chance that one team is gonna forfeit because someone's run out of players!



The Fight Card gives you postfight stats. The last line changes to items like Broken Nails or Bruised Egos.

Hazards



This is Thin Ice. You can tell by the weblike cracks. When a player skates over it, he falls in the drink — unusable 'til the next period.

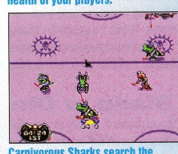


Skate over a Mine, and you're mutant-bits cereal.

This is a Hole. It gives you a hint where the Thin Ice used to be. You can see the shadows of players under the ice.



Fire burns. It is not good for the health of your players.



Carnivorous Sharks search the waters under the ice for lunch. Their fins are trip hazards as well.

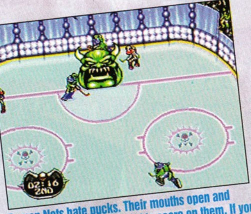


Watch the Spikes! If you hit one you're impaled. Impaled players must wait for another player to knock them off the Spike.

Pits are a problem. Fall in, and you're out of play.

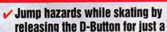


screens and feel just of Rock 'em-Sock and C to wail on the



Demon Nets hate pucks. Their mouths open and close rapidly, making it hard to score on them. If you put a puck in a Demon Net's mouth, it causes the Net to explode (this is probably why they hate pucks).

HOT HINTS



- ✔ When you're behind and manning the North goal, switch to a Demon Goal and skate six players.
- ✔ Use Nasty Plays thoughtfully. You can have only one per period.
- ✔ The One-Timer has a higher scoring percentage.
- ✔ A goal shot from behind the Blue Line counts as two!
- ✔ Use a Jail Break play when you are two or more players short.
- ✔ Jump hazards while skating by releasing the D-Button for just a moment.
- ✔ Pick up Weapons tossed on the ice by the crowd and use them by holding Button A.
- ✔ If you see a coin tossed on the ice, skate over it. This will automatically Bribe the Ref — any penalties you commit will be called on the other team!



OVERVIEW

Quit yer bitchin' — let's go *Skitchin'!* This asphalt thrash-based one- or two-player cart from Electronic Arts brings new meaning to the word *ouch.* Snag moving vehicles while traveling at insane speeds on in-line skates. Bust your bumper-mates with various implements of destruction and pull tricks for cash while trying to avoid chewing the pavement. Similar in many ways to E.A.'s *Road Rash* series, this cart offers password saves so you can start 'blading from where you left off. Do the human slingshot from bumper to bumper — trying the whole while to avoid becoming slamburger on the grill of the car behind you. Look Ma, no hands!

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Blade or Die

As you thrash from city to city collecting wins on the circuit, you also build up cash. More filthy lucre means better stuff. See Stan the back-of-the-van man to upgrade your skates, gloves, wheels, kneepads, and other goods for a price. Learn to take jumps at speed and pull off tricks like the Moebius, McTwist, 360, and Daffy. Progress through the races brings you opponents who are meaner, more obstacles, and nutso drivers who do things like pop the trunk while you're pulling a skitch. Along the highways you find plenty of weapons for walloping the other skate-weanies. You can wail away with everything from bats to whips.

There are plenty of ways to play *Skitchin'!* You can bust it alone against a computer opponent. You and a friend can alternate against the computer. Or go against each other *and* a field of opponents in split screen. You can even just go one on one in split screen with the chump of your choice. Speed-based bonus rounds offer you the chance to collect extra dough.

Tricks



Do a 360 by pressing Left or Right on the D-Button.

Try a Flip by hitting Up on the D-Button.

Backflip by tapping Down on the D-Button.

Try an Up/Diagonal to do the Moebius.



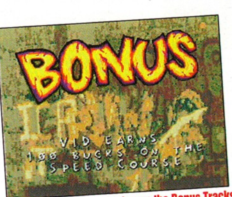
A Down/Diagonal gives you the McTwist.

Tap Button A for a flying Karate Kick.

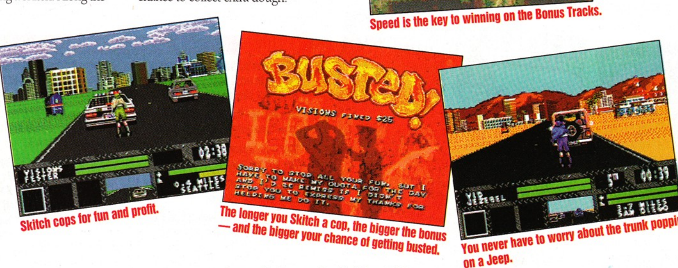
Button B gives you the Spread Eagle.

Do a Daffy by hitting Button C.

Do the wildest tricks to get the biggest scores.



Speed is the key to winning on the Bonus Tracks.



Skitch cops for fun and profit.

The longer you Skitch a cop, the bigger the bonus — and the bigger your chance of getting busted.

You never have to worry about the trunk popping on a Jeep.



You get the biggest cash when you come in first.

See Stan for gear upgrades.

Don't Try This At Home

For those knuckleheads who'd like to do a little Skitchin'! without the cart — we've got four words: Don't do it, stupid. You didn't try to emulate Sonic by blasting headlong into walls at high speeds. Leave the stunts to the the stunt sprites. They can continue. You can't.

Weapons

Bat

Pipe

Chain

Stun Rod

Crowbar

Whip

Nunchakus

The two-player split screen allows you to watch your opponent while racing.

Wait too long to replace your wheels, and you will have a painful Blowout.

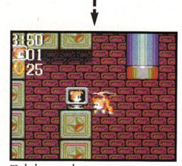
HOT HINTS

- ✓ Skitch early, skitch often.
- ✓ Get weapons and wail on your bumper-mates. Knock 'em off and they're toast. Gone. Hasta la Vista, putz.
- ✓ Running into certain billboards will warp you to more advanced tracks.
- ✓ Nitros make you haul butt when you use 'em.
- ✓ Earn lots of money by skitching plenty of cars and bikes, doing tricks, skitching cops, and finishing fast and first.
- ✓ Don't let your pads wear through so badly that you kiss the street without protection. This is known as Roadkill.
- ✓ Try to get through the first couple of races without buying goods from Stan. Then purchase Standard gear first.

SONIC THE HEDGEHOG CHAOS™

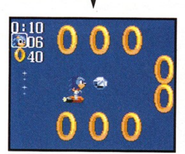


Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.

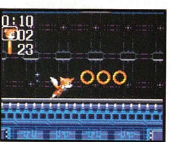


Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.





Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.

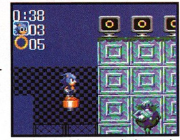


Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.



If the





As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.



Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).





Disney's Aladdin



Seven action-packed levels stand between you and the beguiling Princess Jasmine. You face three types of game play as you follow the movie's story line. Side-scrolling races through paths littered with obstacles test your reflexes and your sense of timing. Puzzle-riddled mazes challenge your ingenuity and coordination. And you have to play every card you've got in the final confrontation with the nefarious Jafar.

Good thing you have unlimited continues and a password feature. And if you bite the dust midlevel, you don't have to plow through the opening all over again — you resume play at the location of the last scarab you passed. Sound tough? Take heart. The gorgeous graphics will keep you amused even when you're stuck. All your favorite characters play a role, from Iago the parrot to your friend the magic carpet.

Aladdin's tricky moves and the puzzles he must solve will offer considerable challenge to all gamers. So gather your wits, and take to the streets!

OVERVIEW

First it was Disney's most popular movie of all time. Then it was a blockbuster Genesis title from Sega. Now that *Disney's Aladdin* has landed on the Game Gear, you can dodge, plot, and duel your way through this Arabian classic wherever you may be.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

The genie's a great guy, but he can't help you until after you escape the Cave of Wonders.

Agrabah Market

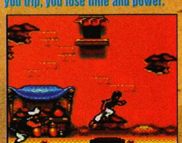
Run for your life! The merchant's after you, and is he furious. Run and jump through this side-scrolling first level, but don't go so fast that you can't see the potholes, barrels, and falling fruit ahead of you. Pick up apples and loaves of bread along the way to increase your energy level and fill your stomach. After this adventure, you won't ever want to steal for your lunch again.

Your adventure begins when you steal a loaf of bread from this unsympathetic merchant. The chase is on!



Time your barrel jumps carefully. If you trip, you lose time and power.

If the merchant catches you, the jig is up. Press Button 1 to accelerate your run.



A fall into a pothole is a one-way trip. Too bad the merchant never stumbles into one.



This grim-looking fellow is Jafar, scheming advisor to the sultan and all-around bad-guy.

Agrabah Rooftops

It seems you have a partner in crime. Lovely Princess Jasmine has run away from the Sultan's court, and she's as hungry as you. When she snags an apple from another hot-tempered vendor, the two of you must run to safety together. Keep in mind that Jasmine's a member of the royal family, not a street rat like you. She's pretty fast, but she doesn't know the ins and outs of the Agrabah rooftops. So remember, you're a team. You can't outrun Jasmine or fall behind her, or else it's curtains for the two of you. But if you both manage to elude your irate pursuers, she just might fall for you.



What's the big deal? It's just an apple.



You're not the only thief in Agrabah. Now Jasmine's on the lam with you.



When you jump from rooftop to rooftop, Jasmine follows your lead.



Don't lose Jasmine! If you fail to keep pace with her, she disappears from the screen — and the game.

Continued on page 86

HOT HINTS

- ✓ Items reappear. If you waste a key or a rock, retrace your steps and retrieve it again.
- ✓ If you start to pull ahead of the merchant before you collect the apple, you won't see the obstacles in your path until it's too late.
- ✓ To keep Jasmine in tow on the rooftops, stay to the middle of the screen.
- ✓ Go everywhere you're able. If you take a shortcut, you could wind up facing a barrier before you've collected the key to open it.
- ✓ When Jafar hurls a fireball at you, grab the scimitar that appears. It's your only weapon against the royal deceiver.
- ✓ Wait for chandeliers to drop, preferably on an enemy.
- ✓ Dizziness costs you power and may give your pursuer time to catch up.
- ✓ Kneel to pick up a rock, but just walk over a key to procure it.
- ✓ Pick up every rock you see in the Sultan's palace, even if you already have one.
- ✓ Always check for bottomless pits in the floor before jumping from a balcony.
- ✓ You can jump farther with a running start.
- ✓ A rock is more valuable than the shiniest jewel.
- ✓ On the way out of the Cavern, you fly at high speeds. Touch anything solid, and you're finished.



Continued from page 85

Cave of Wonders

In the Cave of Wonders you learn most of your moves. Traps await you at every turn, and you have a whole bag of tricks for avoiding them. You're in no rush in this level, but if you must stop to practice a fancy step, do it while standing on solid ground with a protective ledge overhead. Some platforms can dissolve beneath your feet, and boulders will whack you if you leave yourself exposed.


Bread is the staff of life. Pick up a loaf for a full power supply. (No, the one you stole doesn't count.)


Aladdin teeters precariously when he's close to taking a spill.


Nothing lasts forever. These platforms disappear after a couple of seconds, so don't linger.


Whooosh! Slide your way to the next chamber by running, then pressing Button 1.

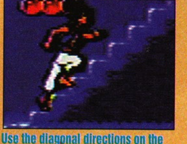

Check for geysers before jumping across platforms. A single blast can take you back to the cave entrance.


A low-flying bat can take you out of commission for a moment.


Duck to avoid the bat.


Scream "open sesame" all you want. You need a key to reach the scarab on the other side of this barrier.


Hoist yourself to higher levels by pressing Button 2 and then Up.


Use the diagonal directions on the D-Button to go up and down stairs.


To run, press the D-Button twice in the desired direction.


Hop on this pad to get rid of the blockade behind it.

Flight from the Cave

Temptation and peril await as you flee the Cave of Wonders. First you must sidestep the sparkling treasures that line the way out, or you'll take a permanent detour. Then hop on your trusty magic carpet for a ride to the next level. As you fly at breakneck speed, spires and flames threaten you from above and below. This is a challenge for the fleet of thumb.


So now you can fly? Don't get cocky. Stay the middle course — avoid anything solid.

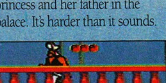

All that glitters is not gold. Don't let the treasure tempt you.


Don't you ever listen? Don't touch anything! This is your last warning!


Whether it's a stalactite or a stalagmite, it hurts if you run into it.

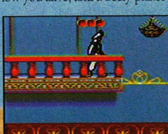
The Sultan's Palace

Now that you're a prince, find the princess and her father in the palace. It's harder than it sounds. Barriers stand in your way, gaping holes in the floor threaten to swallow you alive, and a beefy palace guard is constantly at your heels. Can you find your way out before he catches you?

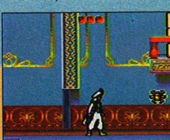




It's time for a game of cat and mouse. Guess who's the mouse?



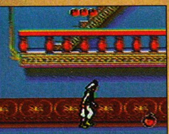
Don't try to swing from this unsteady chandelier. Lure that dumb guard beneath it instead.



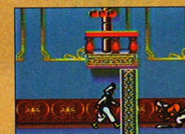
The scarab is a milestone. If you lose all your power, you restart the level where you last passed one.



To knock out the palace guard, just press Button 1 after you've picked up a rock.



An apple restores half a power unit.



What if you can't reach the pad that lifts the barrier above? Trick the guard into standing on it.

Pretty sneaky! Hold down Button 2 and press Down to tiptoe through the caverns — and over spikes.

How sensible. Use a key to open the locked door.

Yet another way to remove a barrier. Hurl a rock at the knocker with Button 1.

The Carpet Ride with Jasmine

So now you've won the sultan over. What about the princess? To gain her trust, take her on a magic carpet ride, and steer clear of the hazards of the air: whirlwinds, leaping horses, cranes, thunderbolts, and falling fruit.



These birds look friendly enough, but dodge them anyway.



A tornado can sweep you and Jasmine out of the sky.



Beware of falling cherries.

Battle to the End

Think you're pretty clever? You still have Jafar to contend with. Once you manage to convince the sultan of his advisor's treachery, this royal pain takes off — with the magic lamp. If you don't catch him, his most corrupt wishes will come true, and your pal the Genie will remain a slave for a few thousand years more.

And this guy doesn't give up easily. Once you've caught up with him, he'll deploy an arsenal of fireballs and thunderbolts against you. You fight him armed only with a scimitar — if you can even reach it. Remember, Jafar is all that stands between you and the princess. Battle hard, and battle smart. Good luck, street rat! You'll need it.



Fire bursts can singe your fringe.



Disobedience carries a stiff penalty — especially when you touch the forbidden treasure. Don't say we didn't warn you.



GP RIDER™

OVERVIEW

Sega brings high-speed motorcycle mania to the Game Gear with the arcade smash *GP Rider*. Take on 15 fierce competitors in four adrenaline-drenched modes, racing across 15 courses on four continents. With a Gear-to-Gear cable, challenge your favorite friends and enemies to one-on-one action. This is the most grueling Game Gear race title to date.

GA — Rated by V.R.C. Appropriate for All Audiences. General Audiences

If you can't wrap your hands around the handles of a real Grand Prix motorcycle, grab the controls of Sega's first portable race game since *Super Monaco Grand Prix*. You're in for four mind-warping modes of full-throttle action:

Arcade Mode
lets you run four laps on a grueling arcade track.

Tournament
allows you to choose from tracks in 14 different countries.

Grand Prix
pits you against the 15 most ferocious opponents on the circuit in a tour of the world's most famous courses.

World Tour
sets you racing against the clock in full-out sprints, choosing from tracks on four continents.

High-Octane Options

GP Rider lets you select from three motorcycles, each with its own unique combination of speed, traction, and safety features. You can switch bikes between races, so take some time to find out which ones respond best to different conditions and track layouts.

Check the weather conditions before you select a bike.

Tracks are a little different every time you run them, since *GP Rider* boasts a random weather feature that changes from race to race. The preview screen gives you track layout and weather conditions. Pay close attention to both. In lousy weather, you should probably choose a bike with better traction.

The RGP-500 is the fastest bike, but it gives you the least traction.

Collisions cost you more time than braking, so let's drive carefully!

High Speed Handheld

GP Rider packs a lot of high-end race features into the palm of your hand. Great graphics, ultraresponsive controls, and an incredible array of track options make this the biggest bike title to ever blaze across the small screen.

The USA circuit is a good testing ground for the seasoned racer.

The Asian circuit is a bit tougher. Post-Soviet racers, it seems, have a lot of speed built up.

Africa is the easiest Grand Prix circuit, but it's still a white-knuckle ride.

HOT HINTS

- ✓ Stay close to the center of the track until you get to know it. Once you've got it wired, you can blaze like a maniac, anticipating all the turns.
- ✓ Run your qualifying lap with the fast (but finicky) RGP-500 bike. There are no other bikes to avoid on the track, so traction is less important than speed. A good starting position is half the battle.
- ✓ Once you've secured a good qualifying slot, switch to the YCR-125. It's slower, but it holds the road better, especially while swerving around other racers. After you get the hang of the game, switch back to the sleeker RGP-500.
- ✓ Don't be afraid to brake with Button B. It costs you less time than skidding onto the shoulder and a lot less time than colliding with the numerous obstacles.



Use the faster RGP-500 for the qualifying heat if you want a good position.

The YCR-125 is less powerful, but it holds the track better in inclement weather.

The NZR-250 is a good all-around performer and holds up well in Grand Prix mode.

Going Gear To Gear

Two can take to the track with the optional Gear-to-Gear Cable. If you each have a Game Gear and a *GP Rider* cart, you can go one on one in World Tour mode. You start side by side, but the other rider disappears as you pull ahead or fall behind. You can track his or her position, though, with bars on the left side of the screen.

Europe is the master's circuit where only the finest (and fastest) survive.

The View at 177 mph

On-Screen Displays in Arcade, Tournament, and Grand Prix Mode

Rank shows your position in the race.

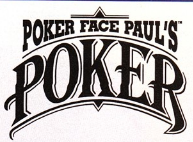
Lap tells you the number of laps remaining, including the current lap.

Speed shows how fast you're flying down the blacktop, up to the redlining limit of 177 mph.

Time counts down as you races. If it reaches O, it's all over, bud. You get extra time for completing laps.

Displays are slightly different in World Tour mode. A bar graph shows you how far you've come and how far you have left to go. Time extensions pop up every time you finish a stage of the tour.





Poker Face Paul's Poker lets you test your mettle at *Video Poker* or take on a trio of animated opponents in *5 Card Stud*. For the beginner, these games run you through the rules, give you the odds, and feature a Help section that gives you tips and even suggests when to bluff.

Video Poker lets you play against the dealer, betting on each new hand. For the calculating cardsharps out there (real or imagined), there's *5 Card Stud*. The game lets you match your poker prowess against three on-screen adversaries in 10, 25, 50, or an unlimited number of hands.



Keep any, all, or none of the first deal in Video Poker.



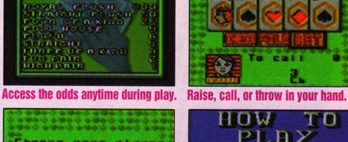
Take on a table full of players in 5 Card Stud.



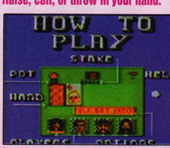
Access the odds anytime during play.



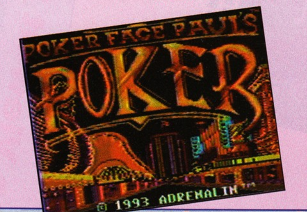
Raise, call, or throw in your hand.



Play as a male or female high-roller.



Get hints, tips, and instructions on the fine points of poker.



OVERVIEW

Nobody should miss out on a good game of cards for lack of opponents, ante, or those weird folding card tables. The *Poker Face Paul* series from Sega is a trio of card titles that teach, challenge, and let you vicariously enter the social whirl of the world's gambling capitals. With a suggested retail price of only $24.99 each, these three Game Gear carts give you high-stakes fun at a low, low price.

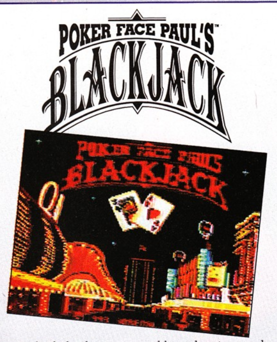
Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

OK, Here's the Deal!

Take this simple test. If you answer no to three or more questions, you *need* these new Game Gear titles.

YES	NO	
❑	❑	Can you get three other people together to play cards any time you want?
❑	❑	Can you play a game of poker, blackjack, or solitaire in the back seat of the car or in the crowded coach section of a looooooong flight?
❑	❑	Can you shuffle and deal in under two seconds?
❑	❑	Can you lose your entire bankroll, then get it all back with the flick of a switch?
❑	❑	Are you so incredibly wealthy that you can pop off to London, Atlantic City, or Las Vegas for a quick round of blackjack any time you feel like it?
❑	❑	Do you know four different styles of solitaire? Do you know more than one style of solitaire?
❑	❑	Can you play an entire game of solitaire without cheating?
❑	❑	Did you answer the question above honestly?
❑	❑	Do you have some sort of microchip implanted in your brain that gives you the rules and odds to each game on demand?
❑	❑	Does some otherworldly intelligence give you card tips and tell you when to bluff? If so, does it tell you to do other things? Does this worry you?

POKER FACE PAUL'S™ BLACKJACK



Poker Face Paul's Blackjack is a fast-paced, high-stakes tour of the world's gambling capitals: Las Vegas (downtown and the Strip), Atlantic City, and London.

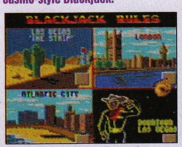
Game options let you determine the table limit for bets, select the number of decks in play, and even decide if you want to be addressed as sir or madam (this is the *polite* world of wagering).

A full 36 screens of instructions, strategies, hints, and odds help you hone those blackjack skills as you win your way up to the high-stakes tables, where you can bet up to ten grand on the single turn of a card.

Welcome to the high-stakes world of casino-style Blackjack.



Play a hand or split a pair, depending on the house rules.



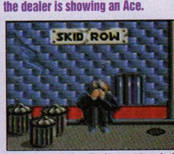
Select a casino, then learn the house rules.



You can even take out insurance if the dealer is showing an Ace.



The Options menu lets you up the stakes as your bankroll blossoms.

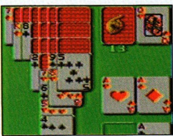


Play smart if you don't want to wind up on Skid Row.

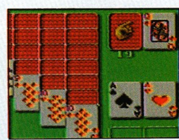
POKER FACE PAUL'S™ SOLITAIRE

Poker Face Paul's Solitaire features four very different (and very addictive) games, each with a distinctive set of options.

Klondike, the most familiar *Solitaire* game, lets you choose from three displays (they space the cards according to how much of the playing table you like to see at a glance). The cart also features *Elevens, Monte Carlo,* and *Calculation*.



Choose from a full-screen display of Klondike...



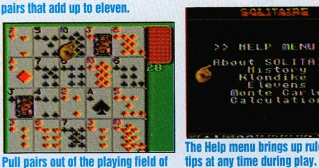
...or a scrolling-screen display.



Elevens challenges you to cover pairs that add up to eleven.



Lay down cards in strategic sequences in Calculation.



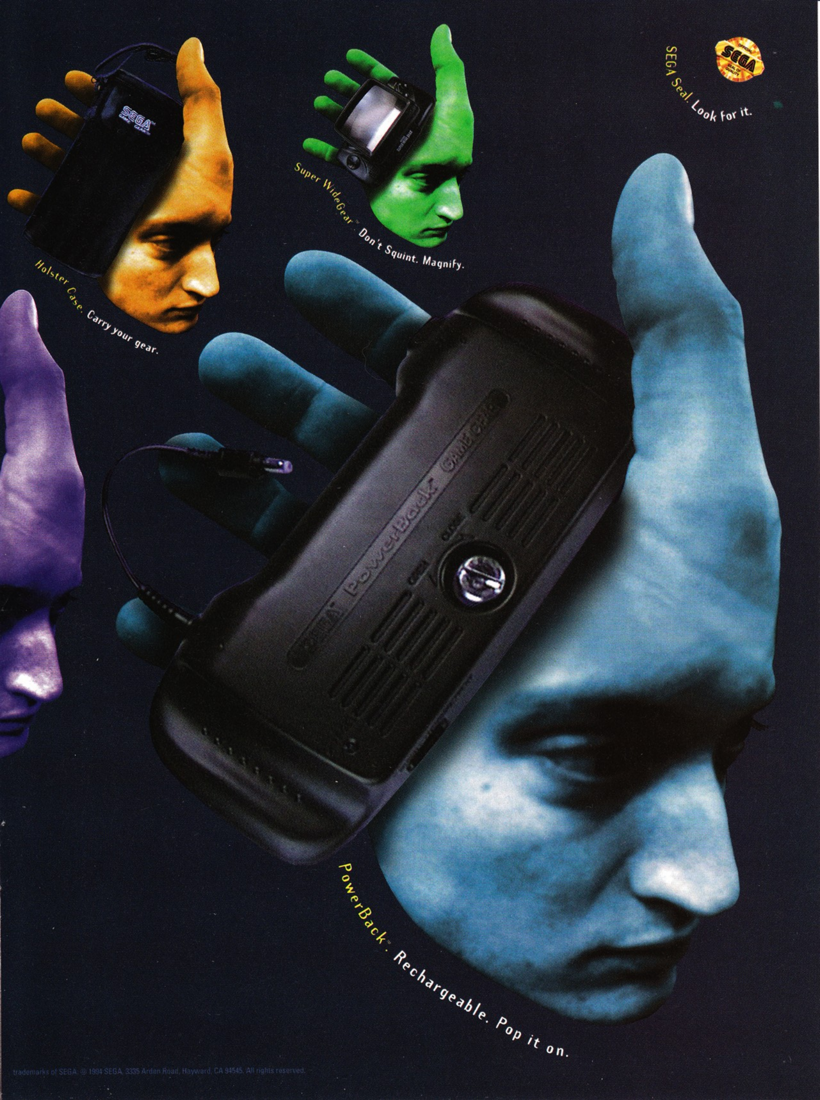
Pull pairs out of the playing field of Monte Carlo.



The Help menu brings up rules and tips at any time during play.




CLEANING GEAR
GAME GEAR
Cleaning Gear™. Works better than your mother.
Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
if it's not SEGA ...you lose
Gear-to-Gear™. Two Players. Same Game.
Game Gear. Got one?


SEGA Seal. Look for it.
Super WideGear™. Don't Squint. Magnify.
Holster Case. Carry your gear.
PowerBack™. Rechargeable. Pop it on.

Fast Takes

The response has been outrageous to our "name the ratings" contest! The entries have been rolling in at an amazing pace, and starting with this issue, we'll be printing the best ones.

If you want to enter, it's simple. Just tell us what the little Sonics mean in our rating system. Five Sonics is the best. One Sonic is...well...not the best. You get the picture.

Oh, as a little tip: We've received more than enough entries comparing Sega game hardware to other systems. Try another approach, OK?

To get your creative juices bubbling and boiling, take a look at the entries from our first winner, Josh Bell of Oak Park, California:

John	5
Paul	4
George	3
Ringo	2
That guy who left before they became famous	1

Spam sandwich	5
Spam on toast	4
Spam omelet	3
Spam burger	2
Just plain Spam	1

Guitar lessons with Eddie Van Halen	5
Drum lessons from Tommy Lee	4
Vocal instruction from Axl Rose	3
Piano lessons from Grandma	2
Clarinet lessons in the school band	1

Or how about a Sonic speedometer, courtesy of Karen Henderson in Evart, Mississippi:

Super Sonic	5
Scooting Sonic	4
Slow Poke Sonic	3
Standing Sonic	2
Snoring Sonic	1

Here's a popular late-night TV topic, best summed up by Robert Carroll of Chicopee, Massachusetts:

David Letterman	5
Jay Leno	4
Conan O'Brien	3
Arsenio Hall	2
Chevy Chase	1

Nadine Glor of Orlando, Florida, provided this sequel spin on the little Sonics.

Rocky 1	5
Rocky 2	4
Rocky 3	3
Rocky 4	2
Rocky 5	1

For a cool outlook on the ratings, look at these from Adam Kerr of Niles, Michigan:

Way past cool	5
Past cool	4
Way cool	3
Cool	2
Way not past cool	1

Jessica Duck of Rochester, New York, gave us some dino-definitions:

Tyrannosaurus Maximus	5
Bronto Better	4
Totally Pterodactyl	3
So-So Saurus	2
Wimpasaurus	1

Got a better idea? Send it in. We'll continue printing the best answers (and showering the winners with low-cost, high-visibility, truly unique gifts) in future issues of *Sega Visions*.

Sega CD

Cliffhanger

Couldn't get enough of the precarious precipices, high-kicking thugs, and dizzying aerial views in the action hit *Cliffhanger*? Then check out Sony Imagesoft's game of the same name. In *Cliffhanger* for the CD, Sly has to battle more enemies and run more gauntlets than any Rocky Mountain rescue ace deserves to face. This game's finger-numbing challenges include snowboarding down steep slopes, dodging bullets while scaling sheer mountainsides, and fighting for your life in a stalactite cave. Still standing? The thrills, spills, and icy chills of the final confrontation with Qualen could just send you over the edge.



You can use only the D-Button to evade Qualen's evil crew on this mountainside — your hands aren't exactly free.



For some time-trial snowboarding practice, press C, B, A, Up, Down, Left, Right, Start on Controller 2.

HOT HINTS

- ✔ Ninety-nine extra lives should make your job a little easier. On Controller 2, press Up, Left, C, B, A.
- ✔ Deploy Super Kicks only when cornered — they drain your energy bar.
- ✔ Pick up an Uzi by knocking one out of any enemy's hands.

Publisher: Sony Imagesoft
No. Players: 1
Rating: MA-13

Graphics	5
Sound	3
Controls	3
Challenge	3
Overall Fun	3

Sega CD

Heimdall

If you've been itching to try an honest-to-Odin role-playing game but you've been put off by all the mind-numbing stats and map making, you may want to check into the sword-and-sorcery shenanigans of *Heimdall*. Captain a crew of gruesome-looking Vikings across 27 islands in search of Thor's hammer, Frey's spear, and Odin's sword. Along the way, you'll have to sniff out the secrets of more than 100 rooms and face a hoary horde of monsters. This is an original, fun fantasy game, distinguished by its crisp, cartoon-style graphics and its easily managed combat and spell-casting systems. It also has one of the weirdest opening cartoons we've ever seen.


Plunder at your own peril. Many of the chests have been booby-trapped by nasty Norse nogoodniks.


Don't attack a monster till he swings at you. Your chances of landing a blow are much better.

HOT HINTS

- ✔ Sell all that extra booty to merchants before your backpack runs out of room.
- ✔ Cast the "find secret door" spell in every room. You'd be surprised how many hidden rooms there are.
- ✔ In the ax-throwing contest, aim high and go for the top targets first.

Publisher: JVC
No. Players: 1
Rating: GA

Graphics	5
Sound	5
Controls	2
Challenge	3
Overall Fun	3

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Sega CD

Puggsy

Sure, *Puggsy* sounds simple. In this action-puzzle CD from Psygnosis, our potatolike alien hero must collect and use a variety of objects to trounce enemies, unlock secrets, and generally find his way home. But the game's keys, barrels, hooks, and guns are pretty complicated. When using an object, you must take into account its weight, buoyancy, and even bounciness. Barrels weigh Puggsy down when he jumps, for example, but they can anchor him in high winds. If the game sounds tough to figure out, don't despair. Most problems have more than one solution, ranging from fairly simple to complex.



If you lose your weapon, take enemies out by jumping on them.



Check your progress with the Guardians screen. Those that you've destroyed are crossed out.

HOT HINTS

- ✔ Bop the Guardian dragon on either jaw.
- ✔ Pick up a pair of sneakers to speed up your run. You can also take a hit in them without losing a life.
- ✔ A heart gives you an extra life if you exit a level with it.

Publisher: Psygnosis
No. Players: 1
Rating: GA

Category	Rating (icons)
Graphics	5
Sound	4
Controls	3
Challenge	3
Overall Fun	3

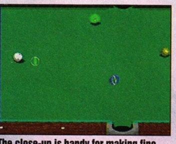
Genesis

Championship Pool

Pool sharks, take note. Mindscape's *Championship Pool* provides the most realistic representation of the game to date, not to mention the endorsement of the Billiards Congress of America. And talk about complete! This cart lets one to eight players choose from freestyle, tournament, and challenge modes containing games like nine ball, eight ball, 14.1 continuous, and more. *Championship Pool* also offers three views of the table, an instant replay mode, the ability to set any spin imaginable on the cue, and plenty of challenging computer players. So instead of waiting for your turn at the local pool hall, just grab your Genesis controller, rack 'em up, and break 'em.



Use the bird's-eye view to plan the placement of the cue ball for your next shot.



The close-up is handy for making fine adjustments with your stick.

HOT HINTS

- ✔ Hit the cue ball high to follow your shot, low to draw it back.
- ✔ Press Button A once to simulate your shot, then line up the perfect pocket.
- ✔ For precise aim, use Button B.

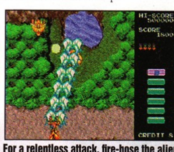
Publisher: Mindscape
No. Players: 1 to 8
Rating: GA

Category	Rating (icons)
Graphics	3
Sound	3
Controls	4
Challenge	2
Overall Fun	3

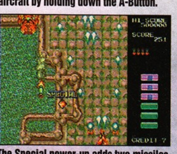
Genesis

Grindstormer

Looking for a shooter, plain and simple?: Tengen's arcade hit *Grindstormer* has made its way to the Genesis. The rule of the game is simple: Blast or be blasted. While you pilot a spaceship through six increasingly difficult levels, hostile forces fire on you from the air and the ground. Beat an enemy to the attack, and its scorched remains leave a satisfying scar on the alien terrain below. Power-ups along the way soup up your aircraft — if you can snag them before an alien missile or tank blasts you to oblivion. Our advice: stay put and wait for the power-ups to float to you. In fact, don't even bother to search out your enemies. Just hang back at the bottom of the screen and fire nonstop.



For a relentless attack, fire-hose the alien aircraft by holding down the A-Button.



The Special power-up adds two missiles to your arsenal.

HOT HINTS

- ✔ Conserve your bombs — you have a limited number.
- ✔ Don't bother going after every enemy. Some will fly right past you if they're not headed toward your side of the screen.
- ✔ Your aircraft can bomb and shoot at the same time.

Publisher: Tengen
No. Players: 1
Rating: GA

Category	Rating (icons)
Graphics	3
Sound	3
Controls	4
Challenge	3
Overall Fun	3

Genesis

Operation Europe

Thinks you could have pulled off D-Day? Test your strategic skill in *Operation Europe*, a historical/battle sim for the Genesis from Koei. You maneuver the Allied forces through six pivotal scenarios — from the Occupation of France through the Fight for Berlin — defending cities, bombing enemy sites, and transporting supplies throughout Europe and North Africa. Or if you're feeling malevolent, play as the Axis powers and try to turn history on its head. Either way, the fate of the free world is in your hands.



Paratroopers require fair weather.



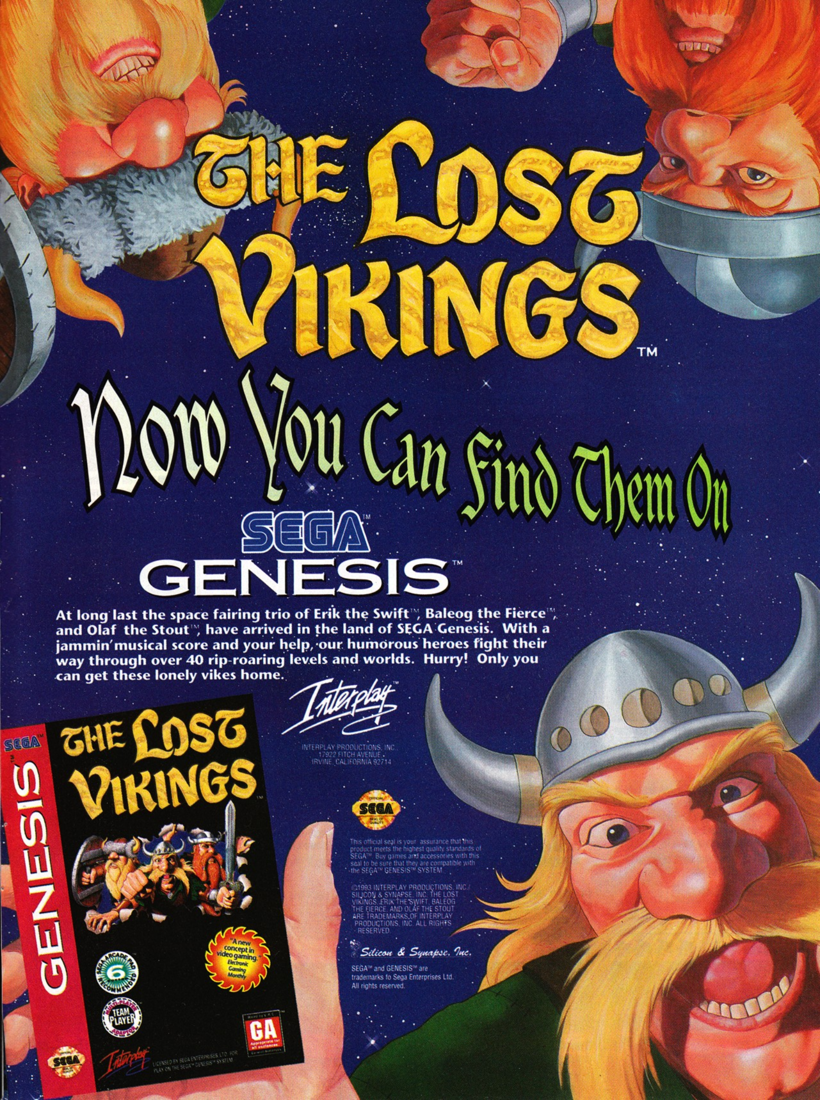
Send your Special Forces unit on a spy mission by using the Info command.

HOT HINTS

- ✔ Nighttime military action increases your soldiers' fatigue.
- ✔ Keep your access roads clear for supply transport.
- ✔ You can't retreat where land mines are present.

Publisher: Koei
No. Players: 1 or 2
Rating: MA-13

Category	Rating (icons)
Graphics	2
Sound	3
Controls	2
Challenge	4
Overall Fun	3



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"A new concept in video gaming." Electronic Gaming Monthly
GA Appropriate for all audiences
Interplay
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

Genesis

The Incredible Hulk

What's bigger, greener, and more powerful than the Incredible Hulk? How about the same superhero in Super-Hulk or Hulk-Out mode! In *The Incredible Hulk* by U.S. Gold, you assume increasingly ferocious identities as you punch out supernatural enemies. Power hits take you down a notch, but small size has its advantages. As the decidedly unmuscular Dr. Bruce Banner, who can't even throw a punch, you have access to shortcuts and hidden areas that you lack in larger incarnations. Unfortunately, your enemies are as versatile as you. With five levels' worth of telepathic, metamorphic, and seriously mutated bad guys, this game requires the brawn of a superhero and the brains of a scientist.



Bust open the crate by pressing Button A and Up.



Too many hits, and you regress into your human incarnation.

HOT HINTS

- ✔ Reach out and touch someone with a phone booth.
- ✔ Come up against a barrier? Look for hidden switches. But be careful. Some switches do more harm than good.
- ✔ Robots can spring back to life until they break into bits.

Publisher: U.S. Gold
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Jim Power: The Lost Dimension In 3-D

Bring another dimension to your Genesis system with Electro Brain's newest action game and the 3-D glasses that come with it. Don't let the hype fool you. *Jim Power: The Lost Dimension in 3-D* is a solid side-scroller. The hero's changing persona keeps you on your toes; you play in human form in one level, as a rocket in another, and so on. With some of the best character animation ever on a game system, this cart will entertain you from the moment you don your shades until you battle in the final assault.



Use your smart bomb when this boss gets too close. It also functions as a shield for a few seconds.



Parallax scrolling plumbs new depths when you wear the 3-D glasses.

HOT HINTS

- ✔ Be on the lookout for keys. You need every one of them to finish the levels.
- ✔ Be patient but keep your finger on the trigger.
- ✔ Go for high scores by collecting as many gems as you can find.

Publisher: Electro Brain
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Lotus II

Does every last race course in the universe fall short of your exacting standards? Take heart, perfectionists. You can create your own version of the ultimate track with *Lotus II* from Electronics Arts. The course generator allows you to alter variables like the curves, hills, obstacles, and even the scenario. You can even select the tunes to play in your vehicle's CD player. With the ability to generate an almost infinite number of courses, two-player simultaneous driving, and three lightning-fast roadsters to choose from, *Lotus II* will provide race hounds with hours of enjoyment.



Construct courses everywhere from a palm-lined beach to Saturn in the sun, rain, fog, or snow.



Race against a friend for the ultimate challenge.

HOT HINTS

- ✔ Maximize acceleration by changing gears when the Revs bar fills.
- ✔ Choose the Esprit for the fastest ride, the M200 for a well-rounded ride, and the Elan if you crave excellent handling.
- ✔ Plan on a pit stop if you're racing more than three laps.

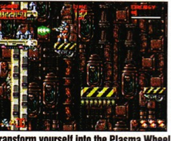
Publisher: Electronic Arts
No. Players: 2
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Mega Turrican

A superhero's work is never done. In Data East's *Mega Turrican*, the dastardly Machine returns from defeat to wreak still more galactic havoc. As leader of the Freedom Forces, you must once again save the universe. This intense side-scrolling shooter features 15 levels, an assortment of weapon capabilities, and a crucial addition to Turrican's arsenal, the Plasma Rope. *Mega Turrican*'s complex levels are filled with secret areas, power-ups, and nonstop action. But while you needed cheats to progress through the first *Turrican*, this version is playable as well as challenging.



Transform yourself into the Plasma Wheel to enter this tunnel on Level 3 of World 1. An extra man is your reward.



To defeat the first End-of-World boss, use the Plasma Rope to swing from one side to the other.

HOT HINTS

- ✔ Use the Plasma Rope to get to hard-to-reach areas and secret rooms.
- ✔ Press Button C to become the nearly indestructible Energy Wheel.
- ✔ You can destroy some creatures by jumping on their heads.

Publisher: Data East
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

The Pirates of Dark Water

Set out in search of the Lost Treasures of the Rule in this well-crafted action game, based on the popular animated series. Playing as Ioz (strongest), Tula (fastest), or Ren (best all-around), you'll fight across lush tropical isles, hack through haunted castles, and even slug it out on the yardarm, far above the deck of Pirate Lord Bloth's ship. Smooth animation, magical potions and weapons, and a good mix of action, exploration, and character conversation make this more fun than a barrel of monkey-birds.



Niddler will snatch you off to safety for the low, low price of 10 Minga Melons.



Use your Shield Potions around those pesky patches of Dark Water.

HOT HINTS

- ✔ Use the Gravity Potion on the first roof in the Port of Padawa, then leap blindly to your left to a hidden platform.
- ✔ On the Pirate Lord Bloth's ship, play as Ioz and launch jumping attacks.
- ✔ Many of the smooth walls in the Temple of Andorus have hidden rooms.

Publisher: Sunsoft
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Shanghai II: Dragon's Eye

Mahjong and tile-game fans will be happy to see *Shanghai* finally come to the Genesis. Last seen in Sega incarnation on the Master System, *Shanghai II: Dragon's Eye* combines the same tile-matching fun with the Dragon's Eye game, a strategic contest against a computer or human player to match the most tiles and defeat the dragon. The most significant other change is the ability to switch the tile designs and matching animations. In addition to the traditional Chinese characters, you can choose from eight patterns, including Animals, Prehistoric, and Fantasy World. While there is nothing new about the game play, you can use the Sega Mega Mouse for smoother control.



Pull-down menus give you access to the game options.



When you can't match a tile in Dragon's Eye, place it in a far outside spot and force your opponent to place against you.

HOT HINTS

- ✔ Always try to keep your tiles on the bottom level.
- ✔ The game plays faster with the tile animations turned off.
- ✔ If you can't find a match, you can cheat by peeking with the options menu.

Publisher: Activision
No. Players: 2
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Star Quest

With polygon graphics and first-person point-of-view game play commonplace on PC and CD titles, it's no suprise to see them appear on cart-based games. *Star Quest* from Namco features plenty of both in a quasi-role-play sci-fi adventure. Game play follows the get a nail, then a horseshoe, then a horse pattern. You start with a basic attack ship and graduate to a full-fledged star cruiser complete with missiles, lasers, and other cool stuff. The basic storyline is that you have to drive the alien VOID forces back to wherever they came from. Your missions include search, rescue, and just plain destroy. Although the polygon graphics are a little crude and awkward, the interface is well suited to the game and you'll find enough substance to the game play to keep your attention.



Consult this star map when you use the warp feature to reach remote bases.



The human-shaped icons in the Collisto Dome are engineers you must rescue.

HOT HINTS

- ✔ You must ram the VOID base to enter it. Otherwise, you'll be space fodder.
- ✔ Missiles can be hard to come by. Don't squander them.
- ✔ You can recharge shields from the options menu as long as you still have energy.

Publisher: Namco
No. Players: 1
Rating: MA-13

Graphics
Sound
Controls
Challenge
Overall Fun

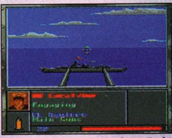
Genesis

Super Battleship

So you're a master tactician? Test your military mettle with *Super Battleship*, Mindscape's souped-up Genesis version of the classic board game. Hop aboard mighty warships, quick patrol boats, and evasive submarines and try to outmaneuver your enemies in a variety of missions. When it's time to battle, you enter a mild action sequence as the the gunner on one of several vessels. For die-hard traditionalists, Mindscape has included a one-player version of Battleship.



Determine your plan of attack in this view. Pay close attention to the radar.



Go to battle when you're ready to attack. You need to get pretty close before you can use your torpedoes.

HOT HINTS

- ✔ Check your Recon often when submarines are in the vicinity.
- ✔ Lead enemies when firing. Some of them move pretty fast.
- ✔ In classic Battleship, spread your guesses out like a checkerboard.

Publisher: Mindscape
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Game Gear

Bartman Meets Radioactive Man

Scheming villains have trapped Radioactive Man in the Limbo Zone, and only Bart Simpson can save him. In *Bartman Meets Radioctive Man*, you play as the intrepid fourth-grader, who must jump, glare, and breathe his way through 14 levels to liberate his hero. As Bart wins power-ups and stymies thugs, he acquires some of Radioactive Man's powers, like the ability to fry enemies with nothing but a look. This game offers plenty of challenge to Bartophiles. The only thing that's missing is some snide commentary from our hero.



Looks can kill, but only at eye level. You can fry a bully this way, but not a rat that's scurrying underfoot.



Balance on the rims of tire stacks until the coast is clear.

HOT HINTS

- ✔ The hole in the sea wall leads to a treasure trove.
- ✔ Backtrack if you miss a power-up. Vanquished enemies stay that way, and you're in no hurry.
- ✔ Exhale cold breaths on the Swamp Hag's fungi to freeze them.

Publisher: Flying Edge
No. Players: 1
Rating: GA

Category	Rating
Graphics	3
Sound	2
Controls	2
Challenge	2
Overall Fun	2

Game Gear

Captain America

Attention, patriots! *Captain America and the Avengers* has landed on the Game Gear in full force. You play as Captain America, Vision, Hawkeye, or Ironman against the Avengers' arch-nemesis, Red Skull. This power-hungry fiend has concocted a mind-control machine for manipulating his team of supervillains. Don't let him succeed! Punch and kick your way through five levels of heroic action and help the Avengers save the world.



Collect the red stars for a health boost of ten points. Purple stars are each worth five points.



Rid yourself of these nuisances by jump-kicking twice.

HOT HINTS

- ✔ For your most damaging attack, press Button 2 while in midair.
- ✔ To pick up enemies in hand-to-hand combat, press Button 1.
- ✔ Everybody has a long-range attack. Just press the D-Button Up or Down along with Button 1.

Publisher: MindScape
No. Players: 1
Rating: GA

Category	Rating
Graphics	5
Sound	4
Controls	4
Challenge	3
Overall Fun	5

GET ACTIVATED! CONTEST UPDATE

Due to enormous response, the Get Activated! contest has been extended until April 30, 1994. The winners will be announced in the June/July issue.

To enter the contest, read the rules carefully and send us a photo of yourself using the Activator — that's you and the Activator in the same photo. As much as we love receiving your school portraits...sorry, but that's not the idea. The photos will be selected in three categories Best All-Round, Most Athletic, and Funniest. (By the way, if school portraits did qualify in this contest, there'd be tons of contenders for the last category. Just kidding.)

About the prize — if your photo is selected as the winner in any one of the three categories, you will win the 24 fun Activator games outlined in the Game Guide *free!* That ought to keep you hopping — or jumping, or whatever else you do when you're using the Activator.

GET ACTIVATED! CONTEST RULES

1. No purchase is necessary. Contest is void where prohibited.

2. To enter the Get Activated! contest, please fill out the Official Entry Form below (or provide the same information on a 3-by-5 card), and send it along with your Activator photo to the address below:

Sega Visions
GET ACTIVATED! CONTEST
P.O. Box 3899
Redwood City, CA 94064

3. All entries must be postmarked by April 30, 1994. No mechanically reproduced entry forms will be accepted. Enter the contest as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Entries that are mutilated or illegible will be disqualified.

4. The prizes for each of the three winners will be the 24 titles outlined in the Activator Game Guide. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.

5. Winners will be selected by the editors of *Sega Visions*. The decision of the editors is final. The three winners will be announced in the June/July issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce and print your winning photo. All photos entered in this contest become the property of *Sega Visions*. No photos will be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning photos in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.

6. This contest is open to all residents of the U.S. and Puerto Rico, except employees of Sega of America and their immediate families.

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or 3-by-5 card) and mail it stapled to your photo to: Sega Visions, GET ACTIVATED! CONTEST, P.O. Box 3899, Redwood City, CA 94064.

Name ____________________
Address ____________________
City ____________ **State** ______ **Zip** ________
Phone (___) ____________ **Category** ____________
Sex ____________ **Age** ____________

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Good towards purchase of featured game only.

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IMPORTANT: If you purchased your Street Fighter II Special Champion Edition through an authorized CAPCOM distributor, you must indicate that distributor to be reimbursed.

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RETAILER: CAPCOM will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become our property. Reimbursement will be made only to authorized CAPCOM retailer who redeemed coupon. Good only in the U.S. and Puerto Rico. Send properly redeemed coupons with return address within thirty (30) days of printed expiration date to: CAPCOM, P.O. Box 880601, El Paso, TX 88588-0601.

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SEGA SPOTLIGHTS THE GREATEST GAMES OF THE YEAR



In a year that gave us the finest titles in video game history, these were the very best.

The second annual *Sega Third Party Seal of Quality Award* ceremonies were held at the Winter Consumer Electronics Show in Las Vegas. These awards are given for the most outstanding titles produced for Sega machines by companies other than Sega. These companies are known as *third parties*, and representatives of nearly 75 such companies gathered for the occasion.

Throughout the year, Sega's in-house team of game analysts reviews each title from each publisher prior to distribution. Games are rated according to concept, quality of graphics and sound, ease of control, challenge, depth of play, and presentation of characters and story line.

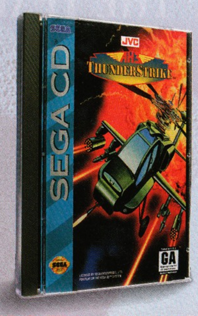
Sega's testers review more than 300 games per year. Only half of these make the grade and are actually published. That's why the official Sega Seal of Quality guarantees that the game you purchase is as good as the system on which you play it.

If you've missed any of the winners or nominees, you owe it to yourself to check them out. They've not only earned the Sega Seal of Quality, but they've also been singled out by the most discriminating video gamers in the world.

Continued on page 104

PRODUCT OF THE YEAR

Sega CD



AH-3 Thunderstrike

JVC Musical Industries

With daredevil missions, booming sound effects, and a combat-ready cockpit perspective, *AH-3 Thunderstrike* takes helicopter warfare to new heights.

AH-3 Thunderstrike features ten complex assignments, including neutralizing terrorist hotbeds and delivering medical supplies to wartorn Eastern Europe. You hover, bank, and dive to avoid attacks from air, sea, and land — air clashes don't get any more challenging.

This game takes full advantage of the CD format. The sharp polygon visuals feature scaled terrain and 360-degree rotation. The onboard voice warning system and thundering battle sounds intensify the thrill and realism of battle.



AH-3 Thunderstrike's *white-knuckle missions and gorgeous graphics will knock you out of the sky.*

FINALISTS

Lethal Enforcer
Konami

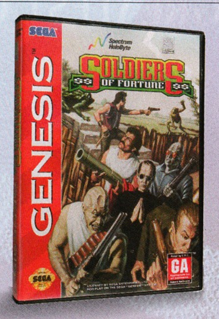
Microcosm
Psygnosis

Ground Zero Texas
Sony Imagesoft

The Terminator
Virgin Games

PRODUCT OF THE YEAR

Genesis



Soldiers of Fortune

Spectrum HoloByte

Mutants, huge levels, plenty of cash, and big guns...*Soldiers of Fortune* has it all. Make no bones about it: this sci-fi fantasy blastfest puts a new twist on action gaming with an overhead view and an awesome, pumping soundtrack. Add digitized voices and exotic locales, and you've got a game that gives run 'n gunners all the complexity and excitement they can handle.

You play as a team of hired mercenaries assigned to destroy a machine that's warping time...and everything else...into a techno nightmare. Each merc has special skills and a weapon to match. And each is ready to wreak havoc.

Soldiers of Fortune *packs plenty of what run 'n gunners crave.*

FINALISTS

Flashback
U.S. Gold

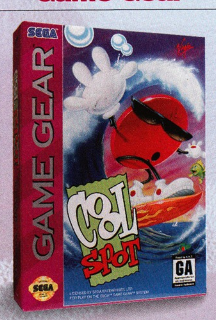
FIFA International Soccer
Electronic Arts

Street Fighter II Special Champion Edition
Capcom

Mortal Kombat
Acclaim Entertainment

PRODUCT OF THE YEAR

Game Gear

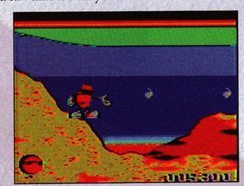


Cool SPOT

Virgin Games

A groovy hero, plenty of tunes, and ultrasmooth animation — what could be cooler? How about eight big levels and top-of-the-line controls? *Cool SPOT* for the Game Gear demonstrates that portability and playability can go hand in hand. SPOT's hipster personality lands on the Game Gear in full force, as do his trademark somersaults, leaps, and bounces. The hip surf tunes keep toes tapping to the beat as SPOT snaps 7-UP fizzies at the nasty critters between him and his other SPOT buddies.

The game is easy to play, with levels that challenge even expert gamers. There are plenty of power-ups, and special bonus rounds in a sea of soda. *Cool SPOT* for the Game Gear proves the old saying wrong: You *can* take it with you.



Cool SPOT *grooves on the Game Gear.*

FINALISTS

Mortal Kombat
Acclaim Entertainment

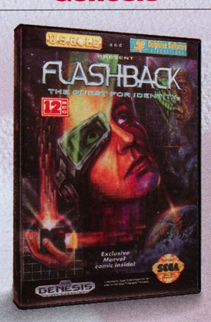
Desert Strike
Domark Software

Road Rash
U.S. Gold

Star Wars
U.S. Gold

BEST GRAPHICS

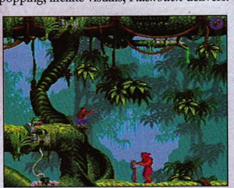
Genesis



Flashback

U.S. Gold

Flashback on the Genesis broke new ground in 1993 with graphics and animation. The rotoscoped renderings of digitized live action result in startlingly convincing character movements. The running, jumping, and gunning animations in particular stand out for their smoothness. Every level abounds in graphic realism. Pivotal moments, like the discovery of a key or the retrieval of a teleporter, appear in full-screen polygonal animation. If you're after high adventure and eye-popping, lifelike visuals, *Flashback* delivers.



Flashback's *fluid animation and detailed graphics set new standards.*

FINALISTS

Mortal Kombat
Acclaim Entertainment

Cool SPOT
Virgin Games

Street Fighter II
Special Champion Edition
Capcom

Mazin Saga
Vic Tokai

BEST SOUND

Genesis



Cool SPOT

Virgin Games

Cool SPOT on the Genesis surfs away with the Best Sound award for its incredibly detailed audio effects and catchy tunes. These sounds are much more than window dressing. Cool SPOT's laughs and exclamations give you crucial feedback, and noises like the ring of a cash register and the scraping of crab claws cue you in to power-ups and perils in your midst. And what range! Cool SPOT captures everything from the squeak of cloth on glass to the rumble of an earthquake. Groovy surf, blues, and calypso music provide rollicking accompaniment.



Funky tunes and top-notch sound effects accompany all of Cool SPOT's *antics.*

FINALISTS

Flashback
U.S. Gold

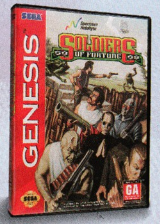
Lost Vikings
Interplay Productions

Lethal Enforcers
Konami

Fun 'n' Games
Tradewest

BEST ACTION PRODUCT

Genesis



Soldiers of Fortune

Spectrum HoloByte

Spectrum HoloByte's *Soldiers of Fortune* sets a tempo most action games can't beat. This title contains enough character and play options, traps, battles, and rewards to keep any trigger-happy merc smiling. For the truly intrepid, a handful of warp zones contain both hidden dangers and a gold mine of rewards.



The action is awesome and relentless in Soldiers of Fortune.

FINALISTS

Street Fighter II
Special Champion Edition
Capcom

RoboCop vs. Terminator
Virgin Games

Rocket Knight Adventures
Konami

Mortal Kombat
Acclaim Entertainment

BEST PUZZLE – STRATEGY PRODUCT

Genesis

Lost Vikings

Interplay Productions

Lost Vikings by Interplay combines puzzlelike levels and a trio of wisecracking Norsemen in an irresistible brain teaser. Directing Eric, Baleog, and Olaf in a Nordquest to get from a mysterious spaceship back to Scandahoovia gives your gray matter a real workout. By giving each Viking a different but dependent skill set, Interplay has increased the complexity — and fun — of this title. And the Vikings' well-animated capers make all the 43 levels as entertaining as they are difficult. *Lost Vikings* will keep you laughing.



Lost Vikings *bends your mind and tickles your funny bone.*

FINALISTS

The Humans
Gametek

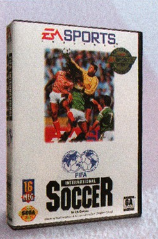
Genghis Khan II
Koei

Wrath of the Gods
Virgin Games

Puggsy
Psygnosis

BEST SPORTS PRODUCT

Genesis



FIFA International Soccer

Electronic Arts

This Electronic Arts game demonstrates vividly why soccer is the most popular sport on the planet. *FIFA International Soccer* features blazing speed and all the game's great moves — headers, volleys, bicycle kicks, sliding charges, and more. You also get options galore. In addition to choosing from 48 teams, you can select the type of field, the weather — even if penalties are called.



FIFA International Soccer *scores with dynamic play.*

FINALISTS

Davis Cup Tennis
Tengen

John Madden Football '94
Electronic Arts

NHL Hockey '94
Electronic Arts

Best of the Best Championship Karate
Electro Brain

BEST ADVENTURE/ RPG PRODUCT

Genesis

Flashback

U.S. Gold

Flashback by U.S. Gold combines the best of adventure and role-playing formats to capture the prize for Best Adventure/RPG product on the Genesis platform. The intricate plot casts you as a secret agent out to uncover an alien plot for galactic domination. Fulfilling the quest calls for quick wits, fast reflexes, and the ability to master a wide variety of situations — coping with temporary amnesia, surviving the kill-or-be-killed atmosphere of the Death Tower, bluffing your way through spaceports to reach Earth, and more.



Flashback's *plot loads on enough action and intrigue to satisfy the most die-hard adventure/RPG gamer.*

FINALISTS

Pirates! Gold
MicroProse Software

Out of This World
Virgin Games

Sorcerer's Kingdom
American Sammy

Beauty and the Beast: Belle's Quest
Sunsoft



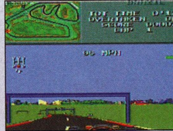
BEST FLYING/ DRIVING PRODUCT

Genesis

Formula One Grand Prix

Domark Software

How spectacular is this racing sim? Take *Formula One Grand Prix* for a test drive and see for yourself. Race with the pros in your choice of 12 international F1 circuits from Monaco to Australia. Soup up your vehicle with customized transmission, air foils, and tires. Negotiate some of the toughest slopes, twists, and hairpins that wheels can handle. If the authentic racing feel isn't enough, the gripping sound effects and polygon graphics will put you in the driver's seat again and again.



Formula One Grand Prix *leads the pack with realistic racing action.*

FINALISTS

Micro Machines
Codemasters

Nigel Mansell Championship Racing
GameTek

F15 Strike Eagle II
MicroProse Software

Race Drivin'
Tengen



Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.





Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES

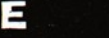


Streets of Rage 2™
Blaze flattens Galsia with her karate chop.





Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

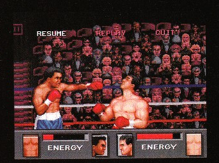


W E L C O M E T O T

Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.



Greatest Heavyweights
This round is over when you left jab the big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

SEGA™

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L™



PowerBack

PowerBack

Rechargeable Battery Pack

Need a charge? Sega's new PowerBack Rechargeable Battery Pack for the Game Gear gives you hours of game-play fun anytime, anywhere, on incredibly short notice.

While most Game Gear battery packs need 8 hours to charge up, the PowerBack, with its Quick Charge option, can completely recharge in just 2 hours. Each charge is good for up to 4 hours of game play, and you can recharge up to 300 times. (The equivalent amount of game play using disposable batteries would cost about $500 and dump a truckload of AA's into our already overstuffed landfills.)

And that's not all. The PowerBack's comfortable design doesn't interfere with your hand movements. Just snap the PowerBack onto the back of your Game Gear and charge it up, and you're powered to go. And if you're the *super* impatient type, you'll like the fact that you can continue to play even while you charge by using the Normal charge option.

You need an AC adaptor to charge the PowerBack — you can buy it either with or without. In fact, any Game Gear power supply is compatible, including your car adapter. Your parentals should like that — and they won't have to listen to you moan and groan on long car rides anymore.

Genesis CDX

Multimedia CD-ROM Entertainment System

Sega's newest multimedia entertainment system offers big-time fun in one small package. The Genesis CDX lets you play three ways: it's a Genesis, it's a Sega CD, and a portable audio CD player.

At a mere 1.3 pounds, the Genesis CDX can go anywhere with you. Heading over to friend's house? Just toss it in your backpack and bring it along. While the Genesis CDX is small and sleek — (it's less than 8 inches wide and 6 inches deep), it's as versatile as it is portable. The Genesis CDX plays not only all Genesis and Sega CD games but also audio CD and CD+G discs. Hook it up to a regular TV or monitor, and you have a complete entertainment system. Add a pair of headphones or speakers, and the Genesis CDX is a portable CD player.

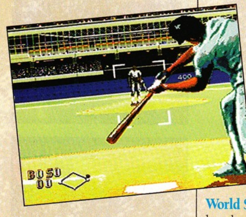
The Genesis CDX comes packaged with a six-button controller, AC adaptor, and stereo video monitor cable. You also get three great Sega CDs: Sega Classics™ Arcade Collection (five games on one CD), *Sonic CD*™, and *Ecco the Dolphin CD*™. Oh yeah, and did we mention that your don't have to power down to switch between carts, or between carts and CDs? Well you don't — which is really practical, 'cuz with this little powerhouse you're going be at the center of the action.

Genesis CDX

Sports Playbook

THE INSIDE TRACK ON SPORTS GAMES

World Series Baseball Hits It Outta The Park



Sega Sports has set new standards for baseball games with **World Series Baseball.** This 16-meg with battery backup Genesis cart has had the *Sega Visions* staff gaming into the wee hours of the night. We just couldn't put it down! It's the most realistic baseball cart on the market to date. You get to play with all the Major League teams in the new six-Division alignment, including the Colorado Rockies and Florida Marlins. **World Series Baseball** features all 700 Major League players with actual career '93 stats, all 28 ballparks, League Play, League Championship, and even the World Series.

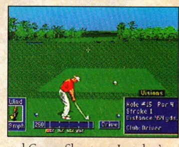
Try playing Mattingly and Clemens head to head in Fenway Park, or Bonds and Sandberg in Wrigley Field. Check out the faster Sports Talk feature, the new ump's voice, and even the hawker hollering, "Get yer hot dogs here!" This is the only Genesis title licensed by Major League Baseball and the Players' Association. Between that and the spectacular in-the-batter's-box view, **World Series Baseball** will knock you outta the park.



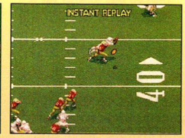
You'll also find four other great sports titles in this edition of Sports Playbook (and don't forget to check out our special basketball feature at the front of the magazine). Breaking onto the Sega CD is **NHL '94 CD** from E.A. Sports — bringing the hottest Genesis hockey game to the CD with lots of added features. Listen to the organist, watch the new digitized Player Cards, feel the pounding checks. This is a hockey game for real hockey fans.

The world's most popular sport just got bigger with **Pelé!** from Accolade for the Genesis. With 40 international clubs to choose from, a great new field perspective, and helpful hints from soccer's greatest superstar — this one will have you bicycle-kicking with the best.

If you find yourself favoring golf shoes and colorful neon bermudas...there's **PGA European Tour** from E.A. Sports for the Genesis. This one takes you to five of the great overseas clubs with 50 European Tour pros. Play the two new game formats — Matchplay and Canon Shootout. Just don't forget to holler "Fore!" For the golfer on the go, we've got **Scratch Golf** from Vic Tokai for the Game Gear. This one has two 18-hole courses and three modes of play. It even allows two players to go head to head on the same Game Gear. This one is for the player who always wanted to be a scratch golfer and just didn't have the time to put into the game.

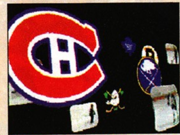






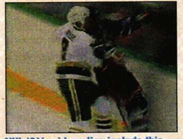
For those of you out there yelling "What's next?" we've got some sneak screens from two coming Sega Sports screamers. Just in time for the U.S. hosting of the World Cup, there's **World Championship Soccer II.** This game will convince you that soccer is here to stay. As we approach football season, *Sega Visions* will be covering **College Football's National Championship,** with all the top college teams and true NCAA rules. You'll wonder how you ever lived without it.

Wanna see a Penalty Shot? Trip a speeding forward on a breakaway, and he now goes one on one with your netminder. Want to mind your own net? Hit and hold Button B while playing, and the goalie is yours. All you have to do now is stop the twine-bulge from a screaming Al Iafrate slap shot. You can even enjoy the true sounds of the arena from the San Jose Sharks organist! Throw in the new expansion teams (Panthers and Mighty Ducks), One Timers, and the new Shootout Mode, and it's always a great day for hockey.


Watch your favorite team logo scroll past in this spectacular new intro.

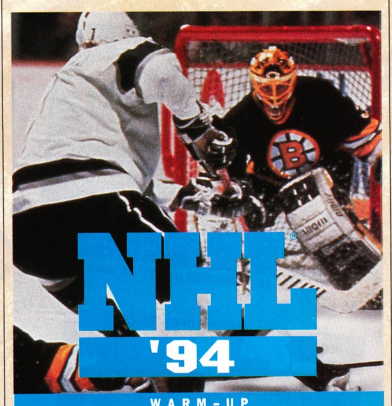


The new Player Card feature lets you watch real-play footage of your team.


NHL '94's video clips include this pounding check.



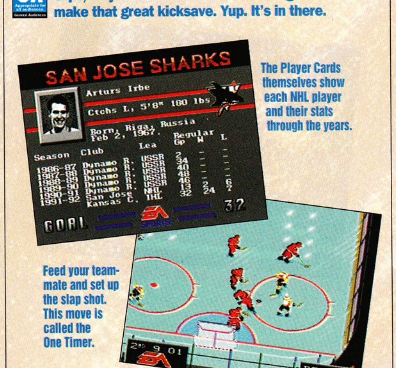
He shoots! He scores! Beat 'im like a rented mule!



WARM-UP

Sharpen your skates, tape your stick, and bite down on your mouthpiece — *NHL '94* from E.A. Sports is back in a new rev for the Sega CD. The first hockey title for the Sega CD, *NHL '94 CD* delivers hard-checking one- to four-player game play and true hockey sound. You know the game...it's fast-flying, ice-based excitement. E.A. Sports captured the game play in *NHL '94* Genesis and made it even better on the Sega CD. Here's what they've added: tons of digitized voice describing all your favorite players, new sounds including the *tink* of a pipesave and over 100 video clips, so you can watch Eddie "the Eagle" Belfour make that great kicksave. Yup. It's in there.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



The Player Cards themselves show each NHL player and their stats through the years.

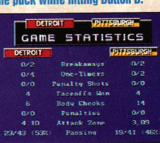
Feed your teammate and set up the slap shot. This move is called the One Timer.



The Matchup screen not only tells you how each first-line player matches up — it also tells you who will be hot or cold this game.



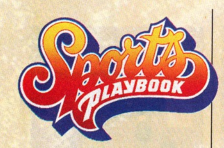
The key to winning the Face Off is timing. Use your D-Button to direct the puck while hitting Button B.

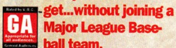


Don't ignore your game stats. They tell you how you need to improve. Focus on Passing Percentage, Shots on Goal, and One Timers.

HOT HINTS

- ✔ Use the One Timer shot, as it has a much higher scoring percentage.
- ✔ Computerized goalies are rough in close and will plant your sweater down on the ice. So stay out of their crease.
- ✔ Learn to win the Face Offs. To take the draw, hit Button B as soon as the Ref begins to drop the biscuit.
- ✔ The more shots you take, the more goals you make.
- ✔ Wrist Shots are quick to release but move slowly — to do one, just tap Button C. Slap Shots take longer to get off but travel much faster...for these, hold down Button C.
- ✔ Use your D-Button to aim your shots on goal. Tap Up for top shelf and Down for a five-hole shot.





Here's the pitch. He swings. It's a long fly ball. It's gone! *World Series Baseball* from Sega Sports is a home run. This one- or two-player game brings a terrific new in-the-batter's-box-view and a much faster Sports Talk announcer to the Genesis. With all of the real Major League Baseball teams, all of the MLBPA players, and even the real ballparks, this is hands-down the closest you can get...without joining a Major League Baseball team.

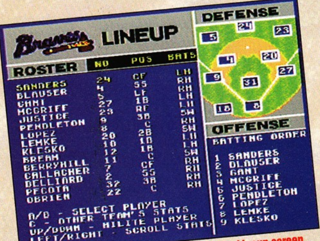
Power Hitter

You're at the plate. Choose from three settings — Button A: Contact, Button B: Normal, and Button C: Power. You select Power. The pitch comes in. You tap Button C and connect. It's a hard line drive to left field.

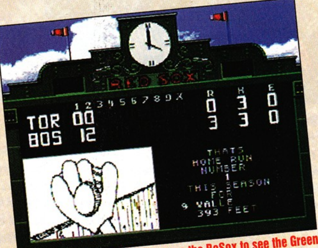


At the Game Select screen, choose the type of game and your favorite baseball team.

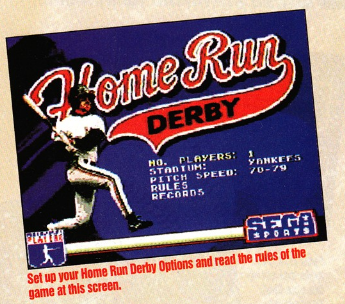
With the in-the-batter's-box-view you can see the incoming pitch like never before and can judge pitches with ease. Baseballs come at you through a window that shows the strike zone. You make the call. This game has all the strategy of the big leagues,



Choose your starting lineup and pitcher at the Lineup screen.



Each park is the real thing. Choose the BoSox to see the Green Monster in left field and get the actual Fenway Park scoreboard.



Set up your Home Run Derby Options and read the rules of the game at this screen.





A yellow circle on the field shows where the ball is going to land. Hustle and catch that ball.

while remaining easy to play, and most importantly, great fun.

Using the most up-to-date lifetime stats, including the 1993 season, you can choose to have a rematch between last year's World Series teams. Put Guzman's arm against Mulholland. Compare lumber action between Daulton and Carter. Maybe this time Toronto will lose. You can even warm-up your relief ace if your main man starts to get ragged. Play Exhibition, League, or Batting Practice, or go for a Home Run Derby against up to eight players. Anyway you play it, this is America's number one pastime at its best.





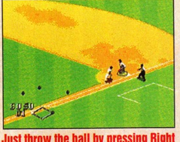
When it's going to be close at second, third, or home, slide.



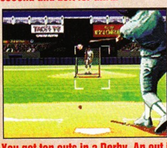
Hit Button B to try a jumping catch at the wall.



Hit Button B to make a diving catch.



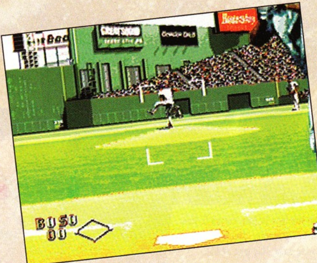
Just throw the ball by pressing Right and Button C if you want it to go to first. You need to choose Up for second and Left for third.

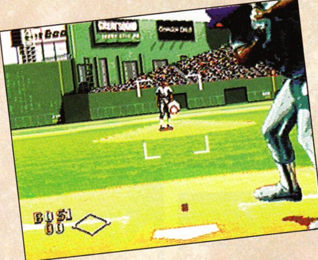


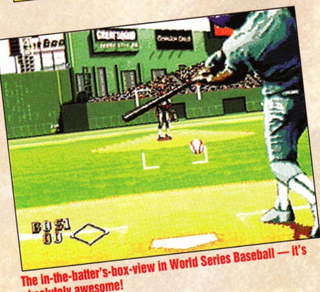
You get ten outs in a Derby. An out is the ball landing within the park. Take 'em deep instead.



At the end of the Derby the winner gets a check with $1,000 per homer. We do not suggest that you try to cash it at your local bank.







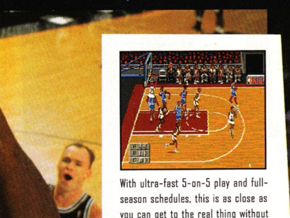
The in-the-batter's-box-view in World Series Baseball — it's absolutely awesome!

HOT HINTS

- ✓ At a count of three balls, one strike, look for the pitcher to serve one up.
- ✓ As you figure out which pitches give you the most trouble, try some Batting Practice.
- ✓ For a more intense game, try Manual Fielding.
- ✓ Try to judge the pitch before choosing to swing.
- ✓ As a pitcher, mix up your types of pitches.



Every player performs like his flesh and blood counterpart. Bottom line: If a guy can't do this in real life, we won't cut him any slack.
Jam the lane to help out on D. Run full-court presses. And forget about playing zone. This isn't JV ball.
IN THIS LEAG
PLAYERS ARE E
(KIND OF LIKE
THAT CAN
This year we've added a unique free-throw perspective. So even if you have a bad night at the stripe, you'll still enjoy the view.
It's a bird. It's a plane. (Actually, it's the Worm's new lid. We also threw in Mullin's flattop, Grant's goggles, KJ's goatee, and more. You'll see.)
Tell your point guard which play to run. Drape your defensive wiz all over their go-to guy. You're the coach. And hey, you don't even have to slick your hair back.
OFFENSIVE PLAYS
NEW YORK



With ultra-fast 5-on-5 play and full-season schedules, this is as close as you can get to the real thing without acquiring a few floor burns.

Players' heights are all realistically portrayed. Which inevitably leads to the occasional, uh, mismatch.



Penny? Here. *Detlef?* Ja. *Kemp's Pretty Boy Slam?* Check. It's all here in NBA Showdown '94 for Sega™ Genesis.™ Every NBA® player has been rated in fourteen categories by the Topps™ Skills Rating System – that's over 4500 ratings in all. So everyone's individual game is ridiculously true to life.







TOPPS STADIUM CLUB



UE, NO TWO
XACTLY ALIKE.
SNOWFLAKES
DUNK.)





You get everyone's patented moves. Shown here: The 180 Scoop Slam, sole property of Mr. Scottie Pippen.



If it's in the game, it's in the game.™

Some guys tug on their shorts and take a breather when they're tired. It's part of the game, so naturally it's in ours.

Sports PLAYBOOK



PELÉ!

WARM-UP

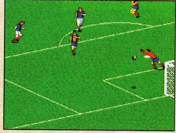
Who's the greatest player ever to hit the field in the game of soccer? There's only one answer: Pelé! Brought to you by Accolade for the Genesis, *Pelé!* is a one- or two-player, highly realistic soccer title featuring 40 international club teams. With great crowd sounds, large rotoscoped players, and real soccer moves like headers, dives, traps, and bicycle kicks, this game gives you the world's most popular sport in all its glory!

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You choose your play from four distinct modes — practice, exhibition play, season play, or world-class tournament play. Practice gives you a chance to work on all your moves. Exhibition lets one or two players compete in a single game. Season pits you against 18 teams in a full season of play. Tournament lets you take your team up the ladder to the World Wide finals. A memory chip lets you save season and tourney play; win, loss, and tie records; as well as goals for, goals against, and total points. Plus, the memory chip saves your team's player stats, including games played, goals, assists, and fouls.



Hit Button B to Check the player with the ball.



Learn the goalkeeper moves in practice mode and then make saves like this one in game play.



Choose your direction and hit Button B on a Goal Kick.



"He is to Brazilian football what Shakespeare is to English Literature" — Joao Saldanha

Pele himself gives you info on what each Team Formation means to your strategy.

Scan the field to decide which player to Corner Kick toward.



This is your Roster — make player substitutions here.



Select your uniform at this screen. Your colors can clash if you aren't a fashion plate!



Choose to play as one of 40 international teams.

HOT HINTS

Against the Goalie

- ✓ When attacking the upper (north) goal, run laterally around the goalie and tap Button A. This scores 40 or 50 percent of the time.
- ✓ Approach the goal at an angle. When close, pass to a teammate and hit Button A to shoot. This scores 70 percent of the time.
- ✓ Run laterally past the goalie and when you are three or four steps in front of him, turn quickly and release the ball at the net with any kick button.
- ✓ Coming up or down the left sideline, kip-kick (high-kick for header) the ball to a teammate. The computer player will head or bicycle-kick the ball into the goal.

THE ULTIMATE ARCADE JAM COMES HOME!

JAM JAM JAM

NBA JAM™

TURBO

"HE'S ON FIRE!"

"BOOMSHAKALAKA!"

"REJECTED!"

"OH MY!"

CHICAGO BULLS

ROCKETS

CAVS

BLAZERS

NETS

Rated by V.R.C. GA Appropriate for all audiences. General audiences ™



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Game Gear™ Systems.









PGA EUROPEAN TOUR™

WARM-UP

Grab your clubs and passport and head for the overseas links! *PGA European Tour* from EA Sports for the Genesis tests your prowess against the finest international golf pros. One to eight players can make pounds (literally!) of money playing all new courses in new tournaments against the 50 European Tour Pros. This game has all the features of *PGA Tour Golf II* plus a new Shoot-Out mode and a Match Play option. The game also boasts graphical improvements and all-new sounds. You can't get much closer without shelling for a membership.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



Watch the flyby at the start of the match to learn about a new course.



Use the contour grid to learn the topography of the cup. To get a better view, rotate the grid.

On completion of each hole, check the Leaderboard for your status.

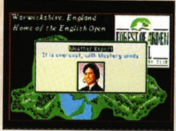
Play on five terrific European Tour courses: Wentworth Club and Forest of Arden in England, Valderama in Spain, the National Golf Club of Paris in France, and Crans-Sui-Siere in Switzerland. You compete in tournaments against a new set of ten featured pros including Seve Ballesteros, Sandy Lyle, and Bernhard Langer. The two new game-play formats — Matchplay (an eight-player elimination tourney) and Canon Shootout (a four-player sudden-death spectacular) — give you the chance to prove yourself against your friends.



Check the map before starting to see the positions of the hazards.



At the start of a match you see the whole course.



The weather and wind conditions are more complete than in PGA Tour Golf II. You learn the weather for the match from the announcer.

HOT HINTS

Using Special Shots

Chip Shot

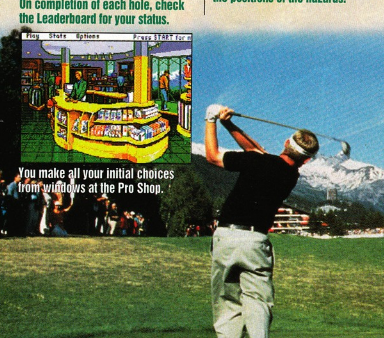
✔ When close to the green or on the fringe, chip the ball just to the green and hope it rolls the rest of the way to the hole. Read the contour grid carefully. The moment your ball hits the green, it reacts to these contours.

Punch Shot

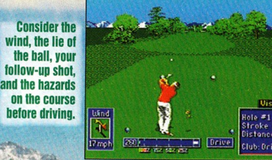
✔ When half-buried in the rough or buried in the sand, select the Punch. This shot will get you back on the fairway and out of trouble. Distance traveled is shorter than with a full swing, but you are less likely to shank the shot.

Fringe Putt

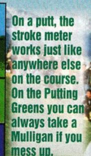
✔ You don't have to use your putter on the fringe. The game always selects Fringe Putt, but if you'd prefer to chip, pitch, or punch you can always do so.



You make all your initial choices from windows at the Pro Shop.



Consider the wind, the lie of the ball, your follow-up shot, and the hazards on the course before driving.





On a putt, the stroke meter works just like anywhere else on the course. On the Putting Greens you can always take a Mulligan if you mess up.





Scratch Golf

In Scratch mode, up to four golfers (two can be human) play 18 holes. In Exercise mode, you can rehit the ball (take a Mulligan) and select the hole. Super-Exercise mode has with all the attributes of Exercise mode, plus choices on wind, wind strength, and shot type. With two 18 hole courses, you can play 36 holes and even take a break at the clubhouse after the front nine is played.

SCORE CARD .OUT.

NAME	1H	2H	3H	TTL
PAR	4	3	4	36
VIZ	7			7
P2				
P3				
P4				

To get your score, you must check the scorecard. It's not automatic.



In Exercise and Super-Exercise, you can retry a shot.



You can choose the Meet position from the Options screen. Keep in mind that it's pretty tricky to get the correct setting.

WARM-UP

Are you a golf junkie? Gotta have that video golf game with you when you're out and about? Try *Scratch Golf* from Vic Tokai for the Game Gear. For one or two players (on the same Game Gear) this links game gives you two courses and three modes of play. You have your choice of three drivers and even four sets of clubs. Make your own choices about direction, stance, meet position, and shot strength. This is portable golf.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



This is your view at the start of the first hole on Course A.



You select between three types of driver: metal, carbon, and persimmon.



Take into account the condition of the green and the direction the grass lays before putting.



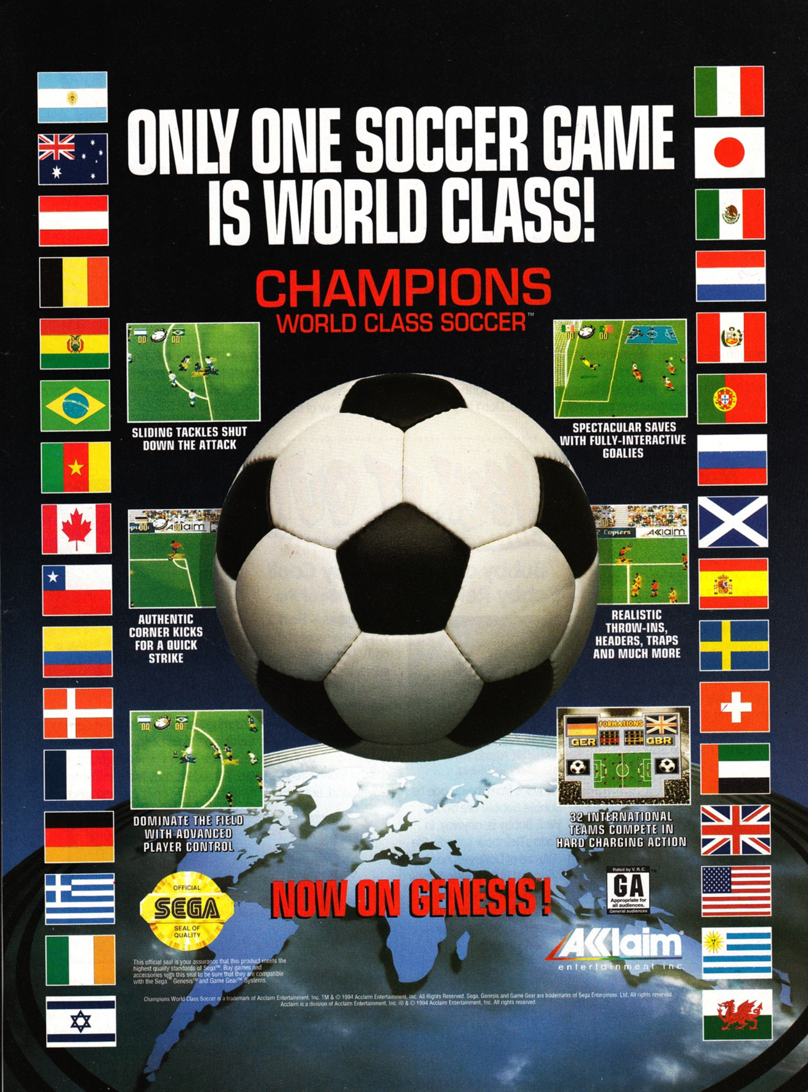
Readjust the direction of your drive by choosing Direct.



Some golfers prefer to set their own stance. Do so by choosing Stance.

HOT HINTS

- ✔ Your shot-impact meter moves quickly. Nail it in the red section for the best shot.
- ✔ Maximum power varies, depending upon the club selected.
- ✔ Areas outside the screen in dark green are OB — out of bounds.
- ✔ Direction, club, stance, and meet are automatically selected. Sometimes you can make even better selections.
- ✔ It's not always best to aim directly for the green.


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Listen up, gamers! This month's VizKidz! features one of the hottest games around: **Mickey's Ultimate Challenge,** starring everyone's favorite mouse. This game is a puzzle fiend's delight — five tricky brain benders, plus one big mystery to solve. Don't forget to check out our sizzling hot hints. They'll get you into the game a little faster. Can't get enough of Mickey? In our next issue you'll get the lowdown on **Mickey's Magical Quest.** Take a look at **CHECK IT OUT!** for a preview of this knockout game.

Marvelous Mickey

Oh no! The evil emperor Pete has stolen Pluto in **Mickey's Magical Quest** from Capcom. How will Mickey get his dear dog buddy back? Well, for starters he'll battle some supertough bosses. He'll also learn a bunch of cool tricks when he puts on a whole wardrobe of power-up clothes. Mountaineering attire helps Mickey tackle some rough terrain. And a firefighter's uniform takes some of the heat off. What else? The next issue of **Sega Visions** will give you the whole scoop.

What's a mouse without his dog? Help Mickey rescue Pluto!

CHECK IT OUT!

Bubby and Bobby Return



Seven magical islands stand between Bubby and Bobby.

The twins from the arcade hit **Bubble Bobble** are back! Well, Bobby is, anyway. In Taito's **Rainbow Islands,** the Wizard of Darkness has kidnapped Bubby. Help Bobby use his rainbow magic to rescue his twin and zap some kooky meanies along the way.

Way Cool!

Battle of the Classes – Part 2

"Beavis and Butt-head" wins raves from the fourth-graders in Mrs. Monteith's class at Neil Armstrong Elementary School, San Ramon, California.

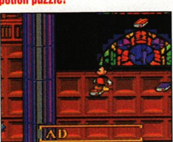
What's the raddest show on TV? Who rules the sports world? It depends which kids you ask. Even kids at the same school can have very different opinions.

Take the kids at Neil Armstrong Elementary School in San Ramon, California. Last issue, Mr. Goldberg's class of third- and fourth-graders gave us their Way Cool! list. Here's how Mrs. Monteith's class of fourth-graders voted. These kids may hang out on the same playground, but the only thing they agree on is the best lunch!

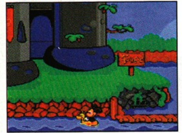
Best TV Show	Beavis and Butt-head
Best Cartoon	Problem Child and Sonic
Best Genesis Game	Mortal Kombat
Best Athlete	Ricky Henderson
Favorite Male Personality	Mike Meyers
Favorite Female Personality	Whoopi Goldberg
Best Lunch	Cold pizza
Way Cool Saying	"She's a fox!"

These must be your faves too, right? No? Well if **Mortal Kombat**'s not the best Genesis game around, what is? Speak your mind! Send VizKidz! a list of your Way Cool! winners, or make up your own list. Get creative! Send us a photo of your class with your list, and be sure to identify your teacher, grade, school, city, and state.


Don't get boxed in playing Donald's potion puzzle!


Look before you leap—in the Medium and Challenging levels, a floating book disappears each time you jump on a letter out of order.


When you clear off two paintings that don't match, the dust covers them up again. Only identical pairs stay clean.


Want to cross the moat before you've lowered the drawbridge? Leap off the pier. Mickey can swim.



© Disney

Why are earthquakes rocking the kingdom of Beanwick? Use your puzzle-solving derring-do to discover the cause and save the day. Setting things right in Beanwick is the name of the game in **Mickey's Ultimate Challenge** from Hi-Tech Expressions.

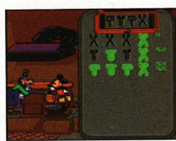
You play as Mickey or Minnie in this Genesis brain teaser. Before getting to the bottom of the big mystery, you must assist a few of your pals in solving puzzles of their own. Goofy can't seem to put his tools in the right order—help him out, and he'll give you a prize. Win a game of Concentration to clean off Daisy's dusty family portraits, and she'll give you another. Once you've rescued five cartoon buddies, you trade your rewards in for beans. Why would you give up glittering prizes for measly beans? Hmmm. The story seems familiar...

You can solve the puzzles in any order. If you're totally frustrated by one, take off! Win a couple of other games, and come back when your brain is refreshed. You can even start trading in your beans before you've collected all your prizes. Your friends won't take offense.

Once you've solved the big mystery by mastering the whole set of puzzles, try a more difficult level. The toughest games will have you scratching your head.



- You can stand on the shelves in Horace's library. But don't touch the floor!
- Choose the same tool for each slot in Goofy's puzzle. You'll either place it correctly or discover that it doesn't even belong in the box.
- If you get stuck in Donald's potion game, press the A Button to start over.
- You get unlimited tries at each game.
- Visit each character twice—once to solve a puzzle and win a prize, and a second time to trade in your prize for a magic bean.
- Press Start to see the prizes you've collected.

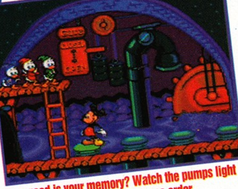

Help Goofy by putting each tool in its proper slot.


Go out on a limb to reach Donald's Wizard Tower.


Mickey can't move two bottles at once. Remember — he's been shrunk. What do you expect from a mouse this size?

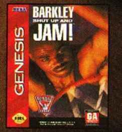


Which prize should you give each character when you pay a second visit? Remember why they needed your help in the first place.


How good is your memory? Watch the pumps light up, then jump on them in the same order.

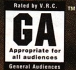
Quit crying about getting hacked, or how your shoes hurt, or how you can't shoot outdoors. Just shut up and jam.

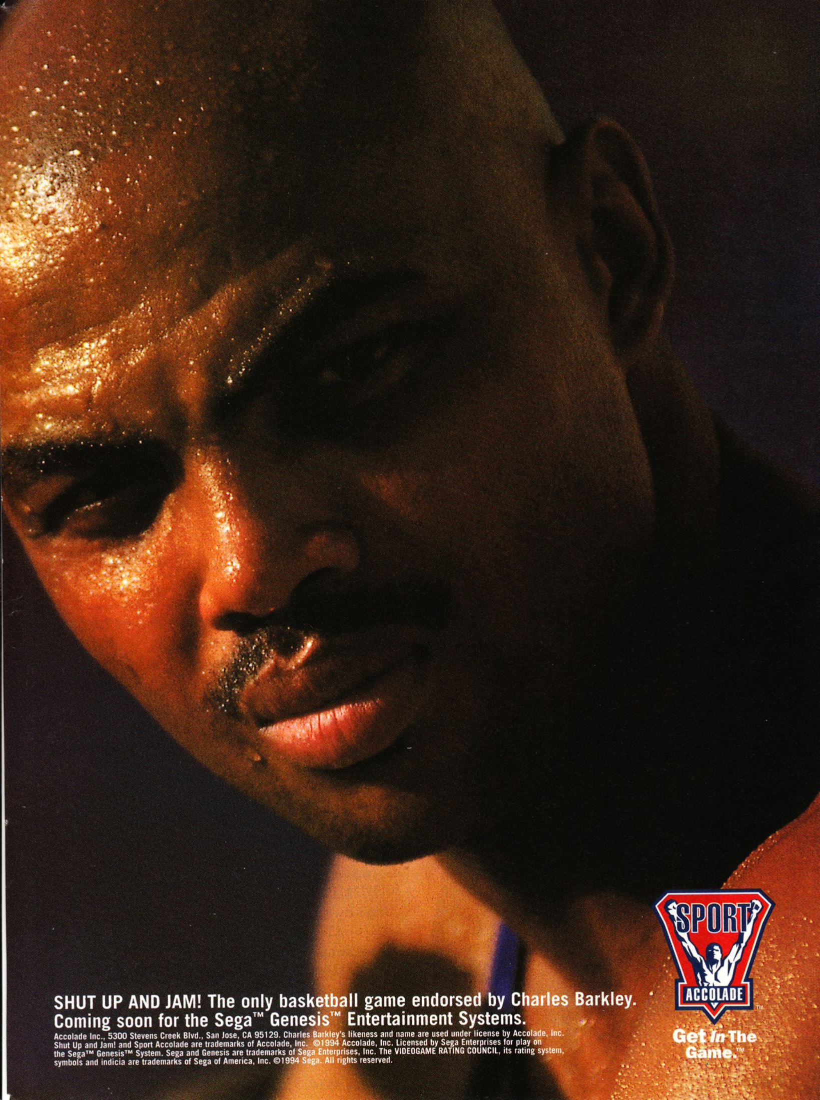






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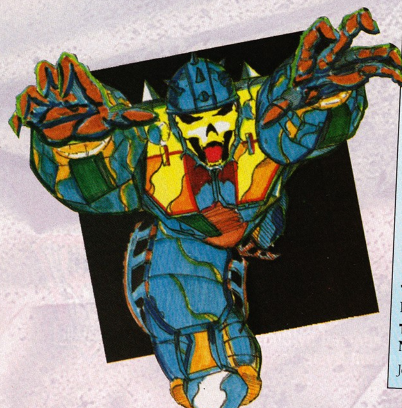
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You could get your name in print *and* get to be a stylishly dressed, unpaid advertisement for Sega. What a country, huh?

Guest Artist

This issue's guest artist, 19-year-old J. Antonio Hernandez, is from Texas. Antonio enjoys all types of art competitions. He even designed a T-shirt for his school's math club. Way to go, Antonio!





X-Men (Genesis)

Check out this tip for *X-Men* for the Genesis:

At the title screen, press A,C, and Down, then press Start. When the picture of Magneto appears, press Start on Controller 2. Pick your mutant and walk to the right, where there are eight wall tiles and six floor panels. Each floor panel corresponds to a level (Level 1 is on the left). Stand on a panel and press Down and C. Replenish your energy and mutant power by pressing Start twice.

Josh Roberts, Norwalk, CT

Mutant League Football (Genesis)

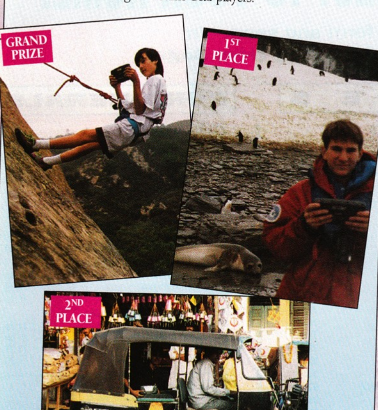
Following are passwords for the teams in the Maniac Conference of *Mutant League Football* for the Genesis:

Division Playoffs	League Playoffs	Mutant Bowl
Darkstar Dragons FH5111111C	FHF111111H	FHK111111M
Killer Konvicts HK51111113	HKF111111M	HKK111111H
Misfit Demons JH51111112	JHF111111L	JHK111111G
Psycho Slashers GH51111114	GHF111111D	GHK111111J
Screaming Evils KH51111113	KHF111111M	KHK111111H
Slaycity Slayers LH51111111	LHF111111J	LHK111111D
Terminator Trolz MH51111111	MHF111111K	MHK111111F
Turbo Techies NH5111111Z	NHF111111Q	NHK111111V

John G. Urbin, Rock Springs, WY

CONTEST WINNERS

Congratulations to our three Game Gear Contest winners! Grand-prize winner Jacob Fujikawa has won 25 Game Gear titles, a Deluxe Carry All case, a Super Wide Gear, a Car Adaptor, and a Cleaning Gear. First-prize winner Christopher Marsico will receive 15 Game Gear titles and a Deluxe Carry All Case. Our lucky second-prize winner, Devaang Shah has won five Game Gear titles and a handy Holster Bag. Check out these outrageous Game Gear players:



GRAND PRIZE	FIRST PRIZE	SECOND PRIZE
Jacob Fujikawa	**Christopher Marsico**	**Devaang Shah**
Walnut Creek, CA	**Merritt Island, FL**	**River Forest, IL**
Location:	**Location:**	**Location:**
Mt. Diablo, CA	**Antarctica**	**India**

Zombies Ate My Neighbors (Genesis)

These are some codes for *Zombies Ate My Neighbors* for the Genesis:

Level	Code	Level	Code
5	QYZT	29	RNKD
9	SBRZ	33	QDHL
13	RCFL	37	MKVD
17	MMLW	41	MZPL
21	BQBT	45	BNYZ
25	RLNW	Credit	QSDZ

Kenny Caldwell, Hollywood, CA

Lemmings (Genesis)

Here are some cheats for the Genesis version of *Lemmings:*

Level	Cheat	Level	Cheat
2	QWKYN	17	VHDVD
3	NDDTD	18	ZZKZN
4	SWKYN	19	XHDVD
5	FTDVM	20	CBKBP
6	KMKBX	21	PXDWM
7	HTDVM	22	TQKCX
8	MMKBX	23	RXDWM
9	VDDTD	24	WQKCX
10	ZWKYN	25	FJDVD
11	XDDTD	26	KBKBP
12	CXKYN	27	HJDVD
13	PTDVM	28	MBKBP
14	TMKBX	29	YXDWM
15	RTDVM	30	DRKCX
16	WMKBX		

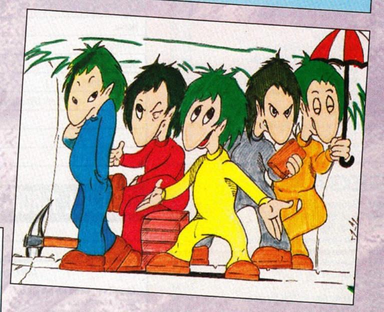
Alex Alvarenga, Round Lake Park, IL

Aladdin (Genesis)

Here's a cool code that lets you skip levels in the awesome Genesis game *Aladdin:*

In any level, press Start to pause the game. Then hit ABBA ABBA. You'll get the Level Complete screen and proceed to the next one.

Benjamin Burstein, Petersburg, NY



TOP SCORES

Game	Score	Player
Jungle Strike	**14,987,500**	**Vince Chelini, San Carlos, CA**
Mortal Kombat	**35,693,500**	**Josh Davis, Boston, KY**
Aladdin	**73,150**	**Kent Bevan, Walnut Creek, CA**

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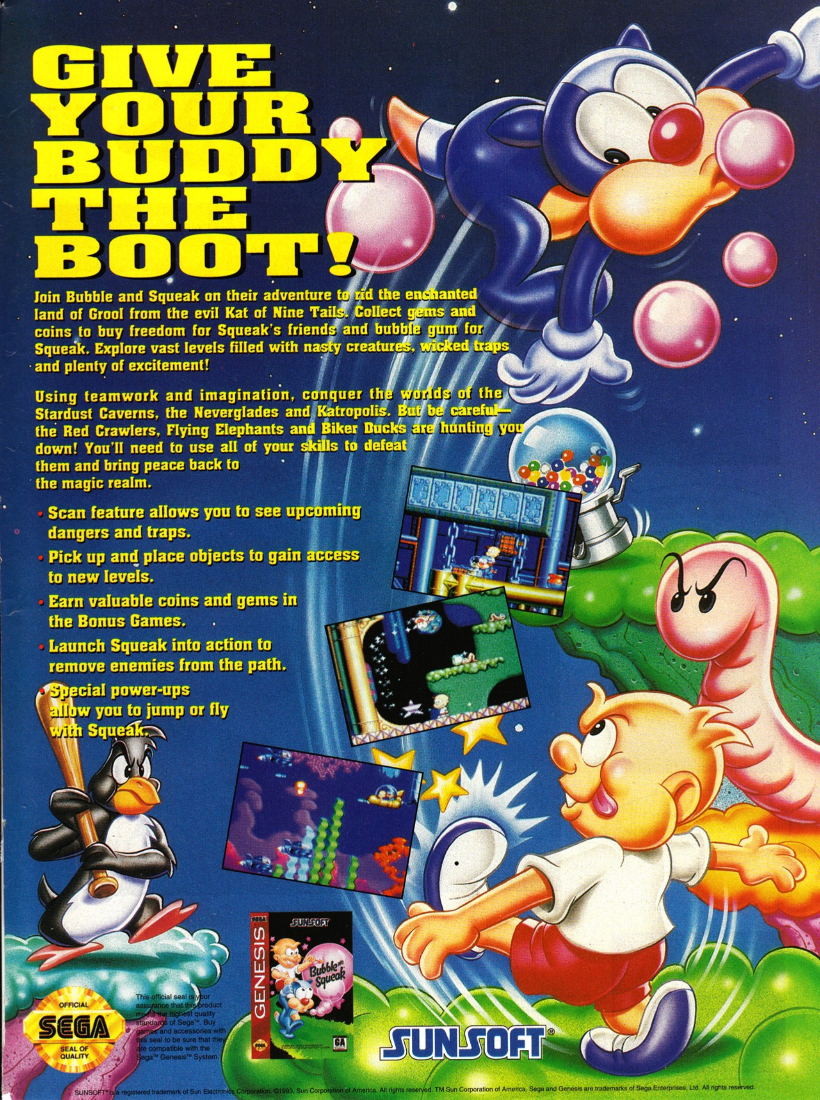
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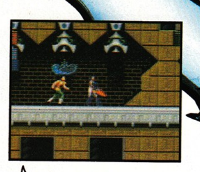
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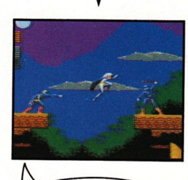


Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own traps!

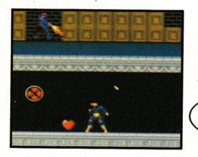




These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)




This is it . . . succeed and buy some hope for humanity. Fail, and see humanity destroyed!
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Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!
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